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Command & Conquer 4 Tiberian Twilight

PRIMA Official Game Guide

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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

We want to hear from you! E-mail comments and feedback to sstratton@primagames.com.

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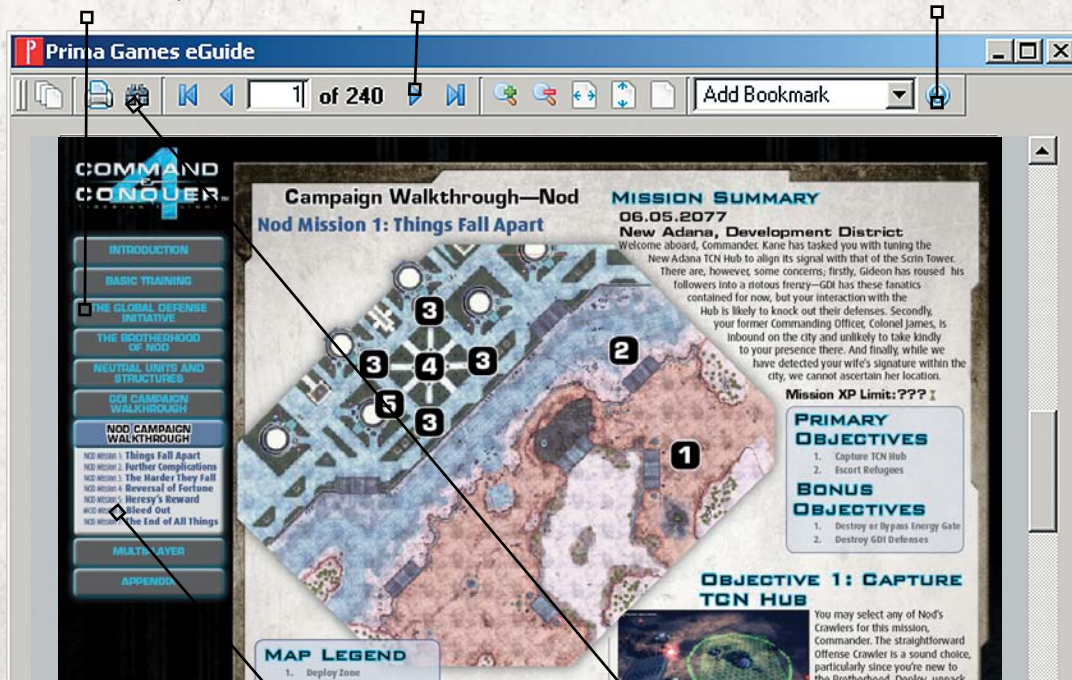
HOW TO USE THIS EGUIDE

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The main menu puts all of the eGuide sections for Command & Conquer at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

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Introduction

Thank you for purchasing Prima's Official Guide for *Command & Conquer 4: Tiberian Twilight*. Whether you're a casual RTS (real-time strategy) player or a seasoned C&C veteran, this guide reveals all the stats and strategies you need to crush your enemies and see them driven before you on the field of war.

Series Timeline

The *Command & Conquer* series is an epic saga of RTS warfare. It has generated an elite fan base of dedicated Commanders during its 15-year reign as one of the top RTS franchises of all time. *Tiberian Twilight* is the series' final chapter; let's look at the long line of innovative installments that came before.

Command & Conquer™—August 1995 (Westwood Studios/Virgin Interactive)
Command & Conquer: The Covert Operations™—April 1996 (Westwood Studios/Virgin Interactive)
Command & Conquer: Red Alert™—October 1996 (Westwood Studios)
Command & Conquer: Red Alert Counterstrike™—March 1997 (Westwood Studios)
Command & Conquer: Red Alert The Aftermath™—September 1997 (Westwood Studios)
Command & Conquer: Sole Survivor™—November 1997 (Westwood Studios)
Command & Conquer: Tiberian Sun™—August 1999 (Westwood Studios)
Command & Conquer: Tiberian Sun Firestorm™—March 2000 (Westwood Studios)
Command & Conquer: Red Alert 2™—October 2000 (Westwood Studios/Electronic Arts)
Command & Conquer: Yuri's Revenge™—October 2001 (Westwood Studios/EA Games)
Command & Conquer: Renegade™—February 2002 (Westwood Studios/EA Games)
Command & Conquer: Generals™—February 2003 (EA Pacific/EA Games)
Command & Conquer: Generals Zero Hour™—September

2003 (Dreamworks Games/EA Games)
Command & Conquer: 3 Tiberium Wars™—March 2007 (EA LA/EA Games)
Command & Conquer: 3 Kane's Wrath™—March 2008 (EA LA/EA Games)
Command & Conquer: Red Alert 3™—October 2008 (EA LA/EA Games)

STORY ARCS

With such a rich history—all those titles spanning so many years—it's easy to become lost in *Command & Conquer's* complex, branching storyline. To date, every title in the franchise falls into one of three major story arcs:

Tiberian Series

SERIES INSTALLMENTS

- *Command & Conquer*
- *The Covert Operations (expansion)*
- *Command & Conquer: Sole Survivor*
- *Command & Conquer: Tiberian Sun*
- *Firestorm (expansion)*
- *Command & Conquer: Renegade*
- *Command & Conquer 3: Tiberium Wars*
- *Command & Conquer 3: Kane's Wrath*
- *Command & Conquer 4: Tiberian Twilight*

The granddaddy of them all, the original *Command & Conquer*, was released worldwide for the PC on August 31, 1995. Developed by Westwood Studios (which was purchased by Electronic Arts in 2003), *Command & Conquer* introduced the two major factions of the Tiberian universe: the militant Global Defense Initiative (GDI) and the clandestine Brotherhood of Nod—a group of dangerous fanatics led by a shadowy, charismatic figure named Kane.

The focal point of the *Tiberian* series is a substance called Tiberium—an exotic material that draws minerals from the soil, forming them into crystalline deposits on the planet's surface. Though extremely hazardous, Tiberium Crystals can be easily harvested and processed into a variety of useful materials. GDI strives to contain Tiberium and reduce the damage it

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causes to the environment, while Nod embraces the substance and seeks a way to convert the entire planet to a Tiberium-based ecosystem. Though GDI was formed to combat Nod, the Brotherhood excels at manipulating the media, making it impossible for the planet's populace to tell which faction has their best interests at heart.

Of course, things are a bit different in the game you're currently playing, *Tiberian Twilight*. After nearly losing planet Earth to its Tiberium infection, GDI and Nod have reluctantly agreed to set aside their differences and work together to solve their mutual problem—and shockingly, this effort has been largely led by none other than Kane himself. Things have progressed well in recent years and the planet has begun to recover, but there are still many radicals who believe Kane has lost sight of the Brotherhood's true mission. The stage is set for series' final chapter to unfold.

Red Alert Series

SERIES INSTALLMENTS

- *Command & Conquer: Red Alert*
- *Counterstrike (expansion)*
- *The Aftermath (expansion)*
- *Command & Conquer: Red Alert 2*
- *Yuri's Revenge*
- *Command & Conquer: Red Alert 3*

Command & Conquer: Red Alert was designed to explore the fictional historical events that led up to the first Tiberium war fought in the original *Command & Conquer*. In its complex plot, Albert Einstein develops a method of time travel in the form of a chronosphere, which he uses to remove Hitler from power before his Nazi regime can instigate World War II. Einstein's plan backfires, however; though the Nazis never rise to power, a second World War does indeed occur in 1939—but it is led by Joseph Stalin and his Soviet invasion of Europe. This is where the *Red Alert* series kicks off, and instead of GDI and Nod taking center stage, the two warring factions in the *Red Alert* universe are the Allies and the Soviets.

The plot of *Red Alert 2* consists of a Soviet invasion of the United States in 1973, led by Soviet Premier Romanov, who uses mind control technology to dismantle the U.S. military and deactivate America's nuclear arsenal. In the *Yuri's Revenge* expansion, the player must travel back in time to stop Romanov's advisor, a tyrant named Yuri, from using his psychic dominator technology to conquer the world. Unlike its predecessor, *Red Alert 2* has no

connectivity with the *Tiberian* timeline, and it is this second entry into the *Red Alert* series that truly establishes an independent story arc.

In *Red Alert 3*, things were a bit different. Desperate and teetering at the brink of defeat, the Soviets do the unthinkable: They travel back in time to assassinate Albert Einstein, thereby ensuring that the Allies never achieve atomic superiority. Naturally, this upsets the entire course of events to come, and when the Soviets return through their time machine, they find their meddling has thrown the entire world into complete and utter chaos.

A primary difference between the *Red Alert* and *Tiberian* series lies in the type of resources that are collected to finance each army. Because Tiberium hasn't appeared on Earth, factions in the *Red Alert* universe harvest a nontoxic substance called Ore to finance their armies instead. Other, more valuable resources exist in the form of Gems, but these do not regenerate over time like Ore and Tiberium.

Generals Series

SERIES INSTALLMENTS

- *Command & Conquer: Generals*
- *Zero Hour (expansion)*

By far the youngest and most unique series in the *Command & Conquer* universe, *Generals* has absolutely no connectivity to either the *Tiberian* or *Red Alert* series plotlines. It was developed entirely by EA Pacific in 2003, shortly after the purchase and absorption of Westwood Studios into EA. Unlike all previous *Command & Conquer* titles, *Generals* featured a fully 3D graphics engine, along with a very different user interface. The *Command & Conquer* franchise's trademark full-motion video (FMV) cutscenes were absent from *Generals* until the release of the *Zero Hour* expansion, which featured FMV sequences in the form of news broadcasts shown before each campaign mission.

Generals was the first *Command & Conquer* title to introduce three balanced factions for the player to utilize: USA, China, and the Global Liberation Army (GLA). USA and China serve as the world's two rival superpowers, with GLA being a poorly funded but well-organized terrorist group that strikes at their enemies with ingenious guerilla tactics. Another innovation presented in *Generals* is the ability for players—acting as their faction's Generals—to gain experience along with their units. Gaining experience in this fashion grants access to unique and powerful support abilities—a feature that has been reborn in *Tiberian Twilight*.

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The *Zero Hour* expansion adds depth to the *Generals* series by providing a choice of three different Generals for each faction. Each faction's Generals have unique strengths and abilities, allowing players to customize their army based on their own style of play.

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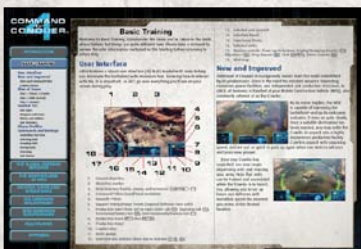
The information in this guide is categorized into ten chapters, each one brimming with hardcore *C&C* know-how:

INTRODUCTION



You're reading it now! This portion of the guide helps you get started by detailing the game's options and settings..

BASIC TRAINING



This section of the guide provides an overview of how to play *C&C4*, with useful tips sprinkled throughout. A lot has changed since the *Tiberian* series' last installment, so don't fall in for active duty until you've completed Basic Training.

GDI, NOD, AND NEUTRAL CHAPTERS



The chapters that follow Basic Training give in-depth looks at the game's two major factions, GDI and Nod, revealing hard statistical data on their many different units and structures. Neutral (non-aligned) units and structures are also covered in their own chapter. Each of these

dense chapters provides a host of vital information that's certain to give you an edge no matter which faction you prefer.

SOLO CAMPAIGN WALKTHROUGHS



Walkthroughs for the GDI and Nod campaigns follow the faction chapters. Here you'll find labeled maps and step-by-step walkthroughs for every solo mission in the game. *C&C4* presents you with plenty of strategic options, of course, and your particular style of command may differ from ours.

If that's the case, feel free to employ your own tactics, treating our walkthrough as a useful resource should you ever need a helping hand.

NOTE

The campaign walkthrough is written for Normal difficulty. You may notice subtle differences when playing on Easy or Hard, but nothing that will affect the manner in which each mission unfolds.

MULTIPLAYER



Multiplayer *Command & Conquer* has never been bigger or better. With fast-paced battles and giant maps capable of supporting up to 10 Commanders at once, you'll need all the help you can get to keep up with the stiff online competition. Fortunately, this section of the guide reveals both

basic and advanced multiplayer strategies, including tips that come straight from the pros at EA. We also detail every multiplayer map, providing insightful overviews that'll help you dominate each battlefield and decimate your rivals. If you're looking for a leg up in the multiplayer arena, look no further.

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Flip to the last few pages of the book to find quick-reference tables that reveal the most crucial unit and structure stats from the GDI and Nod chapters. These tables are perfect ways to quickly see how each faction's units stack up against each other. All game achievements are also covered here, with tips on how to best complete them.



Commanding the Options

You've got options, Commander—lots of them. Let's briefly go over your Main Menu choices before delving into the more advanced stuff.

Main Menu

Play: Jump into the action in Solo or Skirmish mode.

Profile: View a variety of stats pertaining to your Player Profile, or logout and sign in to a new Profile.

Archives: View campaign cutscenes you've previously unlocked or watch replays you've saved.

Options: Review and edit a host of control, audio, and graphical options to achieve the ideal gameplay experience. If your game is running sluggishly or you're constantly battling the controls, spend some time tuning your options here.

Quit: Exit and close *C&C4*.

NOTE

Please refer to your game instruction manual for further details on these options.

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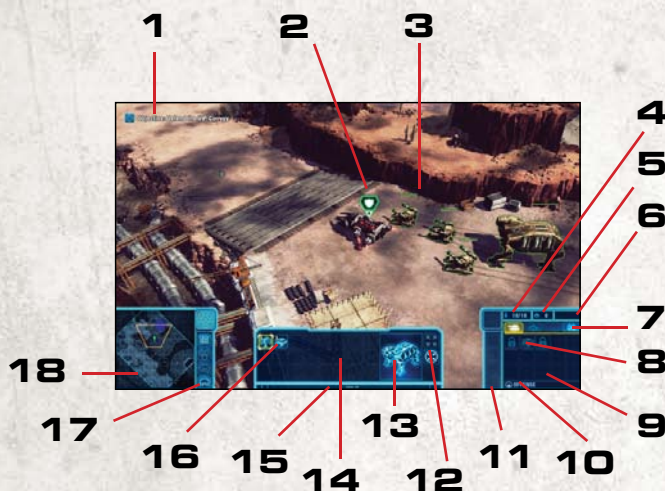
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Basic Training

Welcome to Basic Training, Commander. We know you've taken to the fields of war before, but things are quite different now. Please take a moment to review the vital information contained in this briefing before returning to active duty.

User Interface

C&C4 features a robust user interface (UI) that's loaded with tools to help you dominate the battlefield with minimum fuss. Knowing how to interact with the UI is important, so let's go over everything you'll see on your screen during play.



1. Current objective
2. Objective marker
3. Unit/structure health, ammo, and veterancy ((CONTROL) + ~)
4. Command Points (used/total available)
5. Upgrade Points
6. Support Points/Power Points (Support/Defense class only)
7. Production tabs—from left to right: Units tab ((T)), Upgrades tab ((Y)), Structures/Powers tab ((U)), Unit Commands/Stances tab ((I))
8. Production icons ((F1) thru ((F10))
9. Production Panel
10. Crawler class
11. Build queue
12. Selected unit abilities (from top to bottom: ((Z)), ((X)), ((C))
13. Selected unit portrait
14. Selection Panel
15. Experience Points
16. Selected units
17. Mission controls—from top to bottom: Deploy/Redeploy Crawler ((V)), Objectives ((O)), Drop Beacon ((B)), Chat ((ENTER)), Select Crawler ((R))
18. Mini-map

New and Improved

Command & Conquer 4 courageously breaks from the mold established by its predecessors. Gone is the need for constant resource harvesting, numerous power facilities, and independent unit production structures. In *C&C4*, all business is handled at your Mobile Construction Vehicle (MCV), also commonly referred to as the Crawler.



As its name implies, the MCV is capable of traversing the battlefield—and as its nickname indicates, it does so quite slowly. Once a suitable destination has been reached, you may order the Crawler to unpack into a highly modernized production facility. Crawlers unpack with surprising speed, and are just as quick to pack up again when you wish to advance and seize new ground.

Once your Crawler has unpacked, you may begin dispensing units and massing your army. Note that units can be trained and assembled while the Crawler is in transit, too, allowing you to set up bases and defenses with incredible speed the moment you arrive at the desired location.



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UNITS AND COMMAND POINTS



Unit production has been totally overhauled for *C&C4*. You are no longer required to build various unit production structures; instead, all units are produced at the MCV. In addition, the resource known as Tiberium is no longer required to purchase units; you may simply build as

many units as you like. However, Tiberium is required if you wish to “tech up” and enlist the aid of more advanced units and powers.

Each unit is valued at a certain number of Command Points (CPs), and you’re able to build units until you reach the CP limit (shown at the lower-right corner of your screen). Once the CP limit has been reached, no more units may be trained or produced—though you may still “queue up” units to ready them for assembly. When your existing units are destroyed in battle, you instantly recoup their CP value, and may immediately begin producing new units in their place.

CRAWLER CLASSES



There are three different classes of MCV: Offense, Defense, and Support. Units and tech upgrades vary drastically between each Crawler class, and playing one class of Crawler is a very different experience from playing another. Both GDI and Nod have their own unique trio of Crawlers,

so there are six wholly different armies for you to master in *C&C4*. However, both GDI and Nod Crawlers share the same general features, as detailed in the following sections.

Offense Class

Offense Crawlers give you a wealth of powerful direct-combat units. Most of these units are vehicles, such as jeeps, tanks, and massive walkers. Many Offense units enjoy durable armor and employ devastating weaponry, allowing them to roll over their adversaries with terrible might. Though many Offense units come with heavy CP price tags, this plays to their favor when it comes to capturing neutral structures for their army’s benefit. (See the following “Step 3: Conquer!” section of this chapter to learn what’s involved in capturing structures.) An Offense Crawler’s primary drawback is its inability to build structures or employ Support Powers of any kind.



Though Offense units are powerful by default, they also are the only unit that can take advantage of blue Tiberium Cores, which are occasionally dropped by destroyed units and structures. After collecting a blue Tiberium Core, an Offense unit gains additional weapon systems, making it even more formidable in combat. These upgrades are shown visually on the unit so that all may know fear.



Defense Class

Defense Crawlers are the only MCVs capable of building structures. Like units, all structures are built at the Crawler—but they can only be deployed within the build radius surrounding the Crawler (or any captured structure that provides you a build radius, such as Uplink Towers). As you might expect, most of these structures are geared toward defense: Bunkers, auto-turrets, and the like. The Defense Crawler’s units are produced through an independent production queue, allowing for the simultaneous assembly of units and structures. This makes Defense Crawlers ideal for holding vital territory and preventing its recapture.



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NOTE

Structures require energy to operate. This is handled through Power Points (PPs), shown near your Command Points at the lower-right corner of your screen. Each structure requires a certain number of PPs to run, and once you're out of PPs, no more structures can be built until those that exist are dismantled or destroyed.



Defense Crawlers primarily produce infantry units and therefore lack the brute force enjoyed by their Offense brethren. However, infantry units are very quick to produce and come with a relatively low CP cost. Defense Crawlers therefore excel at quickly producing

the ideal units to counter enemy assault groups. Infantry also can be garrisoned inside vehicles and structures, gaining added defense that helps them survive intense melees.

Lastly, Defense Crawlers are capable of "teching up" to advanced Superweapon structures. Once built, these structures enable Defense Crawler Commanders to unleash devastating Superweapon strikes against their foes from clear across the battlefield. Tiberium must be harvested in order for MCVs to tech up and acquire advanced structures and technologies, making Tiberium Crystal defense a vital strategy when playing as (or against) a Defense Crawler.



Support Class

Support Crawlers are the only MCVs capable of employing Support Powers. These special abilities can quickly and unexpectedly turn the tide of battle, locking down enemy forces with sudden electro-



magnetic pulse (EMP) strikes and causing widespread mayhem with other devastating bombardments. Unlike unit and structure production, you must wait for Support Points (SPs) to slowly accumulate before any Support Powers can be unleashed—however, you can speed this process by fulfilling your supporting role, repairing and "buffing" allies, or damaging and "debuffing" enemies. Your SPs are shown next to your Command Points at the lower-right corner of your screen.



Support Crawlers mainly produce aircraft units, which can quickly travel anywhere on a map. This makes them ideal at reconnaissance ops, surveying the battlefield to monitor enemy activity. Aircraft are also well-suited to harassment efforts and unexpected

ambushes. They're somewhat flimsy, however, and most won't last long under heavy countering fire.

Flow of Game

Now that we've covered some of the major changes to the C&C formula, let's start putting them all into context. The good news is that the action has never been faster than it is in the series' final chapter. Without the need to build unit production structures or power plants, or to harvest a steady stream of Tiberium resources, there's nothing to stop you from pumping units onto the field the moment a conflict begins or packing up your entire army and moving to new ground. Therefore, the primary goal is to rush your units to key regions of the map and begin your struggle for battlefield supremacy.

STEP 1: CHOOSE A CRAWLER



Each match begins with a simple question: Which Crawler would you like to use? This first decision is an important one that must be made with care. Consider your mission objectives and consult your teammates (if any) before battle begins; this will help you pick the ideal

Crawler suited to your role in the coming affair.

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Deploy Zones



Each force's Crawler must be deployed to a specific location on the battlefield. These sites are known as Deploy Zones (DZs). After choosing your Crawler class, click anywhere in your army's Deploy Zone to designate an area for your Crawler to deploy. Once deployed, your Crawler is free to navigate the terrain, produce units and structures, and unpack at any suitable position (someplace flat and roomy). Where you choose to first unpack your Crawler will depend on the mission at hand and your own unique style of play.

TIP

Remember that your Crawler can produce units and structures while on the move. Every second counts, so keep those production queues busy!

TIP

*Use hotkeys to control your Crawler with greater efficiency. Press **[R]** to select your Crawler at any time, use **[Z]** to order it to unpack immediately, or press **[X]** to have the Crawler unpack after it reaches its destination. See the "Commands and Hotkeys" section of this chapter for more.*



In *C&C4*, it's no longer "game over" when your MCV is destroyed. Losing your Crawler is never a happy event, mind you, but after just 10 seconds, you're able to deploy a brand new Crawler at any Deploy Zone under your command. You can even choose a different class of Crawler if you like, which may help you better counter your enemy's tactics. You also retain all your units, structures, and Tier 1 upgrades when your Crawler is destroyed; however, you do lose the following:

- **All accumulated Support Points**
- **Power—your structures lose power and become inactive until a new Crawler is deployed**



Certain structures known as Uplink Towers can be captured to provide you with forward Deploy Zones. Should your Crawler be destroyed, you'll be able to deploy new Crawlers closer to the frontline action, helping refortify your frontline and defend the territory you've worked so hard

to seize. See the "Neutral" chapter of this guide for complete details on these and other neutral-aligned structures, and see the "Conquer!" section of this chapter to learn what's involved in capturing structures.

STEP 2: BUILD AN ARMY



The moment your Crawler has unpacked, get your units on the field and begin assigning them to groups. Send these groups to battle your adversary and seize control of key regions of the map, using the mini-map for guidance. The faster you seize advantageous structures on the

battlefield, the better your odds will be of defeating your rival. Just make sure you have plenty of units queued up at all times so that new recruits are produced if your initial battalions fall.

NOTE

Units are produced in the order you click their portraits under the Units tab. For example, if you click "Unit A" twice, then click "Unit B" twice, then click "Unit A" twice more, two Unit As will be produced, then two Unit Bs, then two more Unit As. This makes for quick and easy queueing, allowing you to effortlessly schedule a variety of units for production and then focus your attention on the battlefield.

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TIP

As soon as you can, send swift scouts to eavesdrop on your opponent. Try to determine which class of Crawler they're using and what sorts of units they're building, then adopt a countering strategy. Knowledge is power, and countering is key in C&C4. See the "GDI" and "Nod" chapters to learn which units are best suited to scouting ops.

STEP 3: CONQUER!



This part's easier said than done, but with practice and strategy, you can achieve victory in any given battle. Just keep in mind that you should be doing four major things throughout each conflict as fast as you can: Capturing structures, countering your rival, harvesting resources

(yes, there is a bit of that involved), and upgrading your forces.

Capturing Structures

Capturing battlefield structures is vital in C&C4. Seizing these key aspects of a map shifts the momentum to your side, letting you reap each structure's benefits while simultaneously denying their benefits to your rival. To capture a structure, simply station one or more ground units nearby—aircraft cannot capture structures. A special progress bar appears above structures that can be captured, showing you the rate at which the structure's alignment is shifting toward your army.

If no enemies are present, then it doesn't matter how many units you station near a neutral structure—the building will be captured at the same rate regardless of whether you've sent one unit or fifty. However, if your enemy sends units to thwart you,



NOTE

Attacking a structure that's been captured by the enemy quickly shifts its alignment back toward neutral. Sudden assaults on a hostile structure, such as a devastating Support Power strike, can therefore wipe out several enemies at once and revert a captured structure back to neutral alignment in short order.

Countering Your Rival



Command and Conquer has always been about countering your opponent's moves, and counters have never been more important than in C&C4. Learn to recognize all the different units so you can quickly surmise the strength of your rival's army and build the proper units to counter

them. Like capturing structures, countering is an ongoing effort that you must keep up throughout each conflict. See the "Combat 101" section of this chapter for further details.

TIP

When faced with an unfamiliar hostile, left-click the enemy unit to select it, then hang your mouse over its portrait for a tooltip description that tells you the unit's strengths and weaknesses (armor, weaponry, and abilities).

Harvesting Resources

Tiberium may be a plague on the planet, but it's also an invaluable resource to those who can harness it. Should you ever detect a Tiberium Crystal lying on the battlefield, immediately send a unit to collect the precious material and carry it back to



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your initial Deploy Zone. Once delivered, a Tiberium Crystal instantly gives your army a healthy injection of Upgrade Points (UPs), which you spend to purchase various technological upgrades. “Teching up” becomes a key strategy when rush tactics fail, because advanced armies enjoy better units, upgrades, and powers. The faster you collect Tiberium Crystals, the faster you’ll be able to out-tech your rival.

NOTE

Green Tiberium Crystals are worth one UP. Blue Tiberium Crystals are worth two. Red Tiberium Crystals only appear in Solo campaign missions, and they instantly give you 5 UPs when collected—no need to bring them back to your DZ.

Upgrading Your Forces



Almost every unit can benefit from the different upgrades you can research at the MCV. Once you’ve harvested some Tiberium and acquired some Upgrade Points, spend them on whichever upgrades seem most helpful to the current conflict. It’s usually wise to start

with Tier 1 upgrades, which bestow widespread benefits to many of your units, such as Speed Boost, Range Boost, and Accuracy Boost. However, some Commanders prefer to purchase the Tier 2 Tech upgrade right away, gaining fast access to more advanced units and structures. The more you play, the better you’ll understand which upgrades are best suited to your style of command.

Combat 101

Now that you have a general idea of how to play, let’s discuss the finer points of combat.

UNIT TYPES

There are three basic types of unit in *Command and Conquer 4*:

- **Infantry** (ground troops; primarily produced by Defense Crawlers)
- **Vehicles** (armored ground units, such as tanks; primarily produced by Offense Crawlers)
- **Aircraft** (anything that flies high above the battlefield; primarily produced by Support Crawlers)

Every unit is designed to fulfill a certain role in your army: anti-air, anti-vehicle, or anti-infantry. The unit’s purpose is commonly determined by its weaponry: If a unit fires on an unsuitable target, its attacks are likely to have little effect. For example, an infantry unit armed with a gun won’t have much success against a well armored tank—but the same soldier may perform adequately against a lighter vehicle whose armor can be penetrated by gunfire. Let’s take a closer look at the unique traits each type of unit possesses.

Infantry Units

Infantry units are individual men and women who venture onto the field of battle on foot, with little more than body armor to protect them. Generally speaking, infantry units are the cheapest and fastest to train and deploy. They can dish out impressive damage when firing against their intended targets, but infantry are some of the easiest adversaries to kill. Even the strongest infantry units fall quickly when pitted against common gunfire.



Keeping your infantry units alive can be tricky, but there are ways to help prolong their lifespans. The best method is to order your troops into civilian buildings, Bunkers, and other structures that can be garrisoned. There are even a handful of vehicles that can be garrisoned by infantry. Simply hang your mouse over any building and look for gray boxes beneath the building’s health bar. For every gray box you see, one infantry unit can be garrisoned inside the structure—just issue your troops a move order, selecting them and then right-clicking the building. Garrisoned soldiers take no damage from attacks and can fire their weaponry from the building as normal. Since most buildings are tough to destroy, this is a very cost-effective way to control certain portions of a battlefield.



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Vehicle Units

Vehicles are armored ground units that move about on wheels, tank treads, or giant mechanical legs. These units come in all shapes and sizes, from Nod's light and speedy Attack Bike to GDI's hulking Mammoth Tank. For the most part, vehicles are faster and more durable than infantry, and they are in some ways more versatile than aircraft. Vehicles are often used to do the "heavy lifting" on the battlefield, and usually make up the bulk of an assault force.



NOTE

Unlike previous C&C installments, heavy vehicles can no longer crush infantry units or lighter vehicles.



Vehicle weaponry runs the gamut from light machine guns to rocket launchers, heavy cannons to flamethrowers, laser beams to rail guns. Each brand of weapon is designed for use against certain types of targets—infantry, vehicles, aircraft, or structures—and some are slotted onto vehicles in the form of a rotating turret that can track enemies in all directions. Some turrets rotate faster than others.



Vehicle armor commonly determines its speed and attack strength. Light vehicles tend to be fast but come with a low damage output, and they explode quite brilliantly under basic gunfire. Medium vehicles are slower, but they're also more powerful and better protected, making them more versatile. Heavy vehicles can be even slower than infantry, but they can withstand incredible amounts of punishment and their

weaponry is lethal when leveled against appropriate targets. But no matter which level of armor a vehicle has, they all share one commonality: Vehicle plating is strongest in the front and weakest in the rear.

- **Frontal attacks inflict their normal damage against a vehicle's armor.**
- **Side attacks deal a small amount of additional damage, as a vehicle's side plating is a bit thinner.**
- **Rear attacks are brutal, dealing significantly more damage than a frontal attack.**



Because vehicles are so vulnerable to rear attacks, it's important to become comfortable with Formation Preview, a command that allows you to line up your vehicles and face them in any direction you like. Select your vehicles, then right-click to move them as normal—but don't release the right mouse button. Instead, click and hold the left mouse button, holding down both buttons to enter Formation Preview mode. A ghost image of your selected vehicles then appears; move your cursor about to alter the formation and direction in which the vehicles face. Release both mouse buttons to accept your decision.



When it comes to protecting your vehicles' backsides, another vital command to master is Reverse Move (**ⓓ** by default). Issuing this command before right-clicking to move a vehicle causes the vehicle to drive in reverse, allowing you to quickly retreat your damaged armored units without exposing their vulnerable backsides. Practice using Reverse Move as often as possible, and never retreat your vehicles without Reverse Move if you can help it.

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Finally, both Nod and GDI have unique “walker” units. These massive vehicles are unique in that they aren’t wholly lost after being destroyed. Instead, walker units collapse into a fallen “husk” that can be captured by special infantry units called Engineers. Once captured, the unit is

brought online once more, joining the ranks of the army that captured it. Any Engineer can capture any walker’s husk, allowing crafty Commanders to bring their enemy’s fallen walkers back to life, turning their ample firepower against their former owners. Capturing walkers can therefore be a decisive measure in many conflicts, as doing so instantly gains you a highly prized war machine.

TIP

It’s wise to send Engineers along with your walkers. This allows you to quickly bring your walkers back to life if they should fall—and prevents your enemy from stealing them away.

Aircraft Units

Aircraft are flying vessels designed to rule the skies, raining terror on foes below. Like vehicles, they come in a broad range of shapes and sizes. Airborne units enjoy the ability to navigate the battlefield at will, crossing fissures and plateaus without pause. While every combat unit can fire on ground targets, some are unable to target airborne vessels, lending aircraft a natural immunity to certain foes.

Most aircraft units fall into one of three categories: Fast-attack aircraft, heavy bombers, and capital warships. Fast-attackers are lightly armored and can be shot down quite easily; they’re primarily used to scout and harass. Bombers can inflict



massive damage to structures and slow-moving vehicles, but they suffer from payload restrictions and must return to base to reload after a run. Capital warships are truly frightening to behold: Though they’re quite slow, they feature heavy armor and advanced weaponry, making them serious threats once they draw within range.

All heavy aircraft have the unique trait of crashing to the earth after being shot down. Such airborne behemoths will attempt to give meaning to their deaths by steering toward the nearest enemy unit or structure as they fall, hoping to take out one last foe. Being struck by the wreckage of a falling aircraft can be devastating, so scatter your troops (F) and try to avoid these desperate attacks.



WEAPONS AND ARMOR

In C&C4, all armed units wield specific weaponry, and every unit is protected by a specific type of armor. Each brand of weapon is designed for use against certain types of armor and may not fare well against other armor types. If a unit’s weaponry isn’t designed to penetrate its target’s armor, then the unit’s attacks may have little effect.

On the other hand, if a unit’s weapons are effective against a certain target, then that target’s armor won’t help it much. The attacks will penetrate easily and quickly whittle away the target’s health. All units and structures have a certain amount of health; as a general rule, lightly armored units are fast and have little health, while heavily armored units are slow but have lots of health. If a unit has high health, it can absorb significant damage, even when hostile attacks effectively penetrate its armor.



The following table shows how each type of weapon fares against each brand of armor. A “+” means the weapon will be extremely effective, while a “-” means the weapon will have very little effect. Blank fields mean the weapon will inflict moderate damage. “G” stands for “ground” and “A” stands for “air.”

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WEAPONS VS. ARMOR

Weapon Type	Light	Medium (G)	Medium (A)	Heavy	Crawler	Reinforced	Notes
Cannon		+	Can't hit	-	-	-	Chance of missing when fired while moving
Rocket			+	-	-	-	Chance of missing when fired against moving targets
Gun	+			-	-	-	Clip size restriction; reload ability; low damage/high attack speed
Laser	-			+	+	-	Line damage and pre-attack charge-up; high damage/low attack speed; cannot fire while moving (generally)
Blast					-	+	Area-of-effect damage; generally no tracking and no line of sight required

To illustrate: Units armed with guns deal great damage against lightly armored foes, but their attacks have almost no effect when leveled against heavy armor. Rockets are designed to obliterate air units. Cannons are meant to punch through vehicle armor, but they can't be fired at aircraft. Lasers carve up heavy armor nicely, but they don't always fare well against lighter, more agile targets. Attacks that deal blast damage are ideal for crippling reinforced structures, such as buildings that can be garrisoned by infantry.

TIP

Always scout your rivals and see what sorts of armor their forces have, then produce units whose weaponry will cut them down to size. This is fundamental countering.

NOTE

Gun units must reload after exhausting each clip. Their current ammo is shown by a bar that appears below their overhead health bar. Select gun units and press [Z] to issue a manual reload order between each skirmish, and they'll always enter battle with full clips.

EFFECTS AND ABILITIES

In addition to unleashing all manner of firepower, many units can execute special abilities that have a variety of effects. Here we examine the more common effects and abilities.

Auras

Some units project an "aura" around them that either "buffs" (aids) nearby comrades or "debuffs" (hinders) surrounding enemies. Common buffs/debuffs include bonuses/penalties to firepower, accuracy, attack rate, or defense. Many of the Support Crawler's units have aura effects, helping them fulfill their supporting role.



Don't underestimate the advantages of auras. Enhancing your allies and weakening your foes can tip the odds of a seemingly hopeless melee in your favor. Take advantage of supporting units and try to include one in each attack group.

Burrow (NOD Only)

Several Nod units have the unique ability to burrow underground. Burrowed units can only be seen by detectors (see the "Detection" section) and appear as a mound of dirt when detected. Burrowed units can still move about but suffer a significant speed penalty. Burrowed units also can scale cliffs, granting them the same advantage as the Cliffjumping ability (see the "Cliffjumping" section).



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Speed penalty aside, burrowing is a fantastic ability that compliments Nod's guerilla warfare style. Use it to conceal your units, staging crippling surprise assaults or vanishing from sight when a situation deteriorates.

Capture

All ground units are capable of capturing neutral structures as described in the "Conquer!" section. However, Engineers are uniquely able to capture the fallen husks of mighty walker units, instantly bringing these behemoths back online under the Engineer's control. This bonds the Engineer to the walker, so the Engineer is effectively lost in exchange for granting you control of the walker. A fair trade though, we think you'll agree!



Because walker units don't immediately explode when defeated, it's wise to keep an Engineer close by your walkers at all times. This way, should your walkers fall, you can quickly bring them back to working order. Your rivals are sure to tremble at that!

Cliffjumping

All Engineers and many GDI units have the Cliffjumping ability, which aids them in navigating tumultuous battlefields. With the Cliffjumping ability, a unit can scale tall plateaus just like a burrowed Nod unit. However, Cliffjumping units suffer no speed penalties and therefore make excellent scouts. Gain an early advantage by sending Cliffjumpers to capture structures that are difficult for your rivals to reach because of their placement on the battlefield.



Deflection

Some units can deflect inbound attacks, sending them elsewhere while suffering no damage. Only lasers, cannons, and machine guns can be deflected; rockets and blast attacks cannot be. This ability has obvious advantages: Station deflecting units at your frontline and then assail your rivals with combat units stationed behind. Units that are currently deflecting inbound fire generally cannot attack.



Detection

Some units and many defensive structures are able to detect stealthed and burrowed units. A stealthed or burrowed unit can only be seen and fired upon once it's detected, so no base or assault group is truly complete without a detector or two—especially when you're facing the devious forces of Nod. Detector units also make for excellent scouts—for what's the point of scanning the battlefield if hidden foes can avoid detection?



Dodge

All units have the ability to dodge attacks, even when they're making a stand and firing away. Lighter units are much better at dodging attacks, however—infantry excel at it. You might think that a tank's mighty cannon would eliminate a light foot soldier in a single blast, but the soldier's ability to dodge makes it tough for the tank to score direct hits on such an agile foe. Take advantage of support units that increase your units' ability to dodge and your assault groups will last longer.



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Garrison

All infantry units are able to garrison buildings, holing up to shield themselves from attacks. Certain vehicles can be garrisoned by infantry as well, serving as troop transports that can help you stage surprise assaults. While garrisoned, infantry units take no damage from attacks and are free to fire their weaponry back at foes without penalty. Always look to garrison your foot soldiers to make them much harder to kill. Build bunkers if need be.



Heal/Repair

Several units are able to heal and administer repairs to surrounding allies and structures—all units and structures can have their health restored through heals and repairs. Your MCV has a generous repair radius while unpacked; simply station units within the confines of this radius and they'll receive automatic repairs (MCVs repair themselves while unpacked, as well). Engineers can repair friendly units and structures, so include one in each assault group to keep your boys in the fight. Other units, such as GDI Spanners and Nod Scalpels, also can provide repairs. Keeping units alive helps them survive long enough to gain veterancy, becoming more powerful. See the "Unit Veterancy" section for details.



TIP

While playing a Defense Crawler, purchase the Medical Training upgrade for your infantry units, and they'll automatically heal themselves while garrisoned inside buildings or vehicles. Then supply your troops with Bunkers and watch their veterancy skyrocket as enemies crash against your defenses.

Hijack

Commando units and Nod Hijackers have the unique ability to hijack enemy vehicles, taking control and turning them to their army's side. This ability can only be activated against units that are badly wounded and near death. Look to hijack valuable units before they're destroyed to gain additional firepower.



Jump Jets (GDI Only)

Many GDI infantry units either have or can be upgraded to own the Jump Jets ability. Activate this ability, then target an area—the unit fires up its boosters and leaps to its destination with great speed. Jump Jets are handy for helping fragile infantry units bound into attack range—and back out again for a hasty retreat. They also can be used to cross fissures, leap atop high plateaus, or simply impress the ladies.



Shields

Some units and structures have the benefit of energy shields, which effectively grants them a blanket of protection from harm. Some shields are large enough to protect nearby allies, as well. A shielded unit loses no health until its shields have been fully depleted by hostile attacks. Just think of shields as a second health bar—one that slowly regenerates over time. Even if a unit's shields have been totally depleted, they will reappear and begin to regenerate after a short while.



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Sprint (GDI Only)

Most GDI infantry units own the Sprint ability, which allows them to gain a short boost of speed while charging through open ground. Infantry units are quite fragile, so this ability comes in handy when making a run for cover—or when rushing into attack range.



Stealth (NOD Only)

The Brotherhood of Nod prefers covert tactics, and many of their units are capable of becoming stealthed. Stealthed units are totally invisible to the naked eye and can be seen only by detectors—units and structures that have the Detect ability. Once detected, a stealthed unit loses all advantages of stealth and can be fired upon as normal. Use stealth to your advantage just like Nod's Burrow ability, sneaking around to stage surprise assaults and vanishing from view the moment things take a turn for the worse.



UNIT VETERANCY



As units destroy enemies and participate in combat, they naturally learn how to become better fighters. This is represented by a function known as veterancy. There are three different levels of unit veterancy:

Veteran: The first veterancy rank, denoted by a single chevron next to the unit's health bar. The unit gains a bonus to its armor rating, becoming more difficult to kill.

Elite: The second veterancy rank, denoted by a double chevron. The unit gains an even greater bonus to armor.

Heroic: The highest veterancy rank, denoted by a gold star. The unit gains a significant armor bonus and slowly regenerates health over time.

Veterancy is a great advantage, so it's wise to keep your units alive. Support your troops with heals and repairs, and they'll return the favor by ranking up as they survive each skirmish. A Heroic unit costs just as many Command Points to keep around as a rookie recruit, so rank up your units to get the most value out of each one.

Player Profiles



As you perform well in the field and claim victory in each battle, you'll steadily gain Experience Points (XP). Accumulate enough XP and you'll soon be promoted to a higher rank, gaining the use of powerful new units and abilities. The following tables show exactly what you unlock

after each promotion for both GDI and Nod. In the table, "O," "S," and "D" are short for the Offense, Defense, and Support classes.

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XP	Level	Rank	Units Gained	Upgrades Gained	Structures Gained (D)	Support Powers Gained (S)
0	1	Recruit	Engineer (All), Hunter (O), Talon (O), Titan MKII (O), Wolf (O), Zone Defender (D), Zone Enforcer (D), Zone Trooper (D), Hurricane (S), Orca (S), Sheppard (S)	Accuracy Boost (O/D), Range Boost (S)	Bunker	Recon Drone
2,000	2	Private	Striker (O), Dozer (D)	Range Boost (D)	--	Repair Zone
4,000	3	Lance Corporal	Bulldog (O), Zone Lancer (D),	Speed Boost (O), Accuracy Boost (S) \Scanner (S)	Guardian Cannon	--
6,000	4	Corporal	--	Range Boost (O), Refire Boost (D), Speed Boost (S)	Missile Turret	Status Reboot
8,000	5	Sergeant	Shockwave (O), Spartan Tank (D), Paladin (S)	Tier 2 Tech (All),	Accelerated Construction Refire Boost (O/S), Speed Boost	Tunnel
10,000	6	Staff Sergeant	Sandstorm (O), Zone Raider (D), Hammerhead (S)	--	--	--
12,000	7	First Sergeant	--	Resonance Amplifier (O), Assault Packs (D), Berzerker Engine (S)	Focus Beam	Overkill
14,000	8	Sergeant Major	Commando (O), Armadillo (D), Firehawk (S)	Missile Storm (O)	--	Tech Support
16,000	9	Ensign	Conductor (S)	Demolitions Kit (O), Medical Training (D), Weapon Dampeners (S)	--	--
18,000	10	Second Lieutenant	--	Enhanced Repairs (D), Electrolysis Projector (S)	Falcon MLRS	EMP Mine Drop
20,000	11	Lieutenant	--	Composite Armor (O), Defensive Matrix (D), Advanced Thrusters (S)	--	Point Defense Shields
22,000	12	Lieutenant Commander	Mammoth Tank (O), Zone Captain (D), Thunderhead (S)	Tier 3 Tech (All)	--	Supply Drop
24,000	13	Commander	--	Enhanced Shields (D)	--	Mirror Coat
26,000	14	Captain	Rhino (D)	Backup Systems (O), Gravity Field (S)	--	--
28,000	15	Major	Archangel (S)	Reflective Dozer (D)	--	Battle Hardening
30,000	16	Colonel	Refractor (O)	--	Crystal Shield	Displacement Field
32,000	17	Brigadier General	--	Mirror Plating (O)	Skystrike Artillery	Sonic Artillery
34,000	18	Major General	Juggernaut (D)	Augmented Reconstruction (S)	--	Firehawk Airstrike
36,000	19	Lieutenant General	--	Advanced Composite Armor (O), Sticky Bombs (D), Charged Capacitors (S)	--	--
38,000	20	General	Mastodon (O), Kodiak (S)	Dispersion Bays (O), Mobility Matrix (D), Defensive Maneuvers (S)	Ion Cannon	Seismic Disturbance

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0	1	Believer	Engineer (All), Attack Bike (O), Avenger (O), Raider (O), Scorpion (O), Ascended (D), Devout (D), Enlightened (D), Cobra (S), Marauder (S), Venom (S)	Refire Boost (O), Range Boost (D/S)	Bunker	Eyes of the People
2,000	2	Initiate	Spider Tank (O), Slave (D)	Accuracy Boost (D)	--	Burrow Mines
4,000	3	Acolyte	Mantis (O), Reaper (D), Scalpel (S)	Accuracy Boost (O/S)	Viper Turret	--
6,000	4	Disciple	--	Range Boost (O), Refire Boost (D), Speed Boost (S)	Rocket Pod	Demoralize
8,000	5	Brother	Flame Tank (O), Centurion (D), Tyrant (S)	Tier 2 Tech (All), Speed Boost (O/D), Refire Boost (S)	Burrow Tunnel	EMP Countermeasures
10,000	6	Apostle	Stealth Tank (O), Black Hand (D), Salamander (S)	--	--	--
12,000	7	Prefect	--	Trail of Flame (O), Dark Armaments (D), Improved Concealment (S)	Obelisk of Light	Obelisk of Life
14,000	8	Confessor	Cyborg Commando (O), Reckoner (D), Vertigo (S)	Infiltration Module (O)	--	Cloaking Field
16,000	9	Deacon	Hijacker (S)	Arachnophobia (O), Medkits (D), Infusion Engine (S)	--	--
18,000	10	Archdeacon	--	Enhanced Repairs (D), Data Worm (S)	Flame Column	Firestorm Ignition
20,000	11	Abbot	--	Stealth Generator (O), Defensive Matrix (D), Mobile Stealth Generator (S)	--	Decoy Army
22,000	12	Grand Confessor	Avatar (O), High Confessor (D), Basilisk (S)	Tier 3 Tech (All)	--	Hack Radar
24,000	13	Pontifex	--	Drilltip (D)	--	Subterranean Strike
26,000	14	Vicar	Aftershock (D)	Backup Systems (O), Spectrum Beam (S)	--	--
28,000	15	Executor	Medusa (S)	Improved Concealment (D)	--	Hand of Legion
30,000	16	Exarch	Widow (O)	--	Disruption Tower	Vein Detonation
32,000	17	Vizier	--	Stealth Field (O)	--	Risen Monolith
34,000	18	Grand Vizier	Underminer (D)	Amplification Overrides (S)	--	Mark of Kane
36,000	19	Inner Circle	--	Mobile Stealth Generator (O), Enhanced Shields (D), Charged Capacitors (S)	Incinerator	--
38,000	20	Hand of Kane	Specter (O), Leviathan (S)	Tiberium Catalyst (O), Mobility Matrix (D), Hangar Bay (S)	Temple of Nod	Tiberium Infusion

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Commands and Hotkeys

In the heat of battle, every second counts. Learn to incorporate the following hotkey commands so you can quickly and efficiently deploy and direct your forces. Master all hotkeys and you'll be able to swiftly hand down orders from across the battlefield, even when your attention must be focused elsewhere. Visit the Settings menu to fine-tune your controls.

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Show All Health Bars	Ctrl + ~
Heads Up Display	End
Beacon create	B + left-click
Open Pause Screen	Esc
Objectives/Player List	O
Show Player Names	Ctrl + Insert

CAMERA COMMANDS

Rapid Scroll	Right-click (hold)
Cycle Engineers	N
Set Bookmark 1	Ctrl + Q
Set Bookmark 2	Ctrl + W
Set Bookmark 3	Ctrl + E
View Bookmark 1	Shift + Q
View Bookmark 2	Shift + W
View Bookmark 3	Shift + E
Camera Reset	Keypad 5
Camera Scroll Left	←
Camera Scroll Right	→
Camera Scroll Up	↑
Camera Scroll Down	↓
Rotate Camera Left	Keypad 4
Rotate Camera Right	Keypad 6
Zoom Camera In	Keypad 8
Zoom Camera Out	Keypad 2
View Last EVA Event	Spacebar

SELECTION COMMANDS

Units Tab	T
Upgrades Tab	Y
Structures/Powers Tab	U
Unit Commands Tab	I
Select a Unit	Left-click
Add a Unit To Selection	Shift + left-click
Select a Group	Left click, hold and drag
Select All Combat (non-guarding)	Q
Select All Units (inc. guarding)	Q (twice)
Select Matching Units on Screen	W
Select All Matching Units	W (twice)
Select All Casters (non-guarding)	E
Select All Casters (inc. guarding)	E (twice)
Select Crawler	R
Center on Crawler	R (twice)
Next Sub Group	Tab
Previous Sub Group	Shift + Tab
Build/Upgrade/Power Buttons	F1 thru F10

UNIT COMMANDS

Attack Move	A + right-click
Stop	S key
Reverse Move	D + right-click
Scatter Units	F
Guard	G + left-click
Hold Fire Stance	H
Hold Ground Stance	J
Aggressive Stance	K
Waypoint Mode	Alt + next action
Use first unit ability	Z
Use second unit ability	X
Use third unit ability	C
Dismantle your selected unit	Delete
Redeploy Crawler	↵
Formation Move	Hold both mouse buttons

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CONTROL GROUPS

Make a Control Group **C** **t** **r** **l** + **0** thru **9**

Select a Control Group **0** thru **9**

View a Control Group **Alt** + **0** thru **9**

Select Default Group **~**

View Default Group **Alt** + **~**

CHAT

Open Chat Window **Enter**

CONTROLLING YOUR VIEW



Controlling your view of the battlefield is vital—you can't kill what you can't see. Let's start with the basics and work our way up. Roll your mouse wheel up and down to zoom your view in and out. Use **Keypad** **4** and **Keypad** **6** to rotate your view if objects are in the way. Press **Keypad** **5**, or click your mouse wheel once and release, to reset the camera to the default viewpoint.



Panning your view of the battlefield comfortably separates the rookies from the pros. One way is to simply move your mouse cursor to the edge of the screen, but this is not preferred; it takes your cursor away from the center-screen action. You can also use the arrow keys on your keyboard, but this needlessly occupies your keyboard hand, making it difficult to access important hotkeys. The preferred method is to click and hold the right mouse button, then move the mouse. The camera pans about accordingly.

TIP

You can adjust the speed at which the camera pans through the options. Faster is better, but there is such a thing as panning *too* fast. Strike a balance and make sure you're comfortable with the speed.



Panning the camera is ideal most of the time, but there are much faster ways to move your view. Click any spot on your radar to instantly snap your view to that location on the map. Or, if something occurs that's important enough to merit a vocal alert, press **Spacebar** to instantly move your view to the relevant location. If you want to return your attention to your main base, simply press **R** twice to instantly center your view on your MCV. (The first press of **R** merely selects the MCV, letting you hand down movement orders without switching your view.)



Assigning viewpoint bookmarks is a great way to keep tabs on important regions of a map, such as Tiberium Crystal spawn zones, or any neutral structures you wish to control. Press **Ctrl** + **Q**, **W**, or **E** to bookmark your current view to that key. Now you can instantly return your view to that area of the battlefield by pressing **Shift** + **Q**, **W**, or **E** at any time in the future.

SELECTING UNITS

Controlling your forces with speed and accuracy is just as important as manipulating your view. Let's begin with basic unit selection: Click any unit to select it. The unit's health bar and veterancy rank appear onscreen above the unit, and its portrait appears in the Selection Panel at the bottom of



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the screen. (See the “User Interface” section for details on UI elements such as health bars and the Selection Panel.)

Double-click a unit to quickly select all units of the same type within your current view. Click and hold the left mouse button, then drag your mouse to draw a selection box around your units, selecting a large group of mixed units all at once. You may also press **[Q]** to instantly select all your combat units across the battlefield, or double-tap **[Q]** to select all your units, including non-combatants such as Engineers and your packed-up Crawler.

GROUPING UNITS



It's wise to assign your units to groups. Grouping units helps you quickly select the appropriate types of units during the heat of battle, enabling you to coordinate your attacks with greater efficiency. Once you've selected some units, press **[Ctrl]** + **[0]** through **[9]** to assign those

units to a group. Now you can quickly call up that same group of units again at any time by pressing the appropriate number key. Press the key twice in rapid succession to instantly center your view on the group, or press **[Alt]** and a number key to shift your view to the corresponding group without actually selecting the units.

TIP

To assemble choice groups of mixed units, hold **[Shift]** and click each unit you wish to group, then use **[Ctrl]** + **[0]** through **[9]** to group them.

TIP

It's often best to group your units by their intended combat purpose. Place gun, cannon, laser, and rocket units into separate groups so you can quickly select the appropriate group to counter whatever your rival may throw at you.

MOVING UNITS



Moving your units about the battlefield with speed and confidence is another vital skill for Commanders to master. Begin with the basics: Right-click on any portion of the terrain, and your selected forces will immediately head to the targeted destination. If you want your troops to follow a certain route—to circumvent hostile base defenses, for example—assign waypoints by holding **[Alt]** as you right-click. A dynamic line appears on the map, illustrating the route the units will follow.

TIP

Issued a move order by mistake? Press **[S]** to halt your currently selected units.



You can also assign your units to patrol cycles—this is a good way to defend an important site or wide perimeter. Simply press and hold **[Alt]** to enter Waypoint mode, then create a route in the form of a closed geometric shape, such as a triangle or square. Your units will then indefinitely follow the patrol route you've set.

You can quickly order your troops to march long distances without changing your view; simply select the units and then right-click on the desired region on the radar.



Reverse Move is another important command to become familiar with. Press **[D]** and then right-click anywhere on the battlefield to make your selected vehicle unit(s) move there in reverse. This is especially important when retreating damaged vehicles from combat, as all armored units suffer an additional 50 percent damage when attacked from behind.

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Finally, the Formation Preview command allows you to line up your units in a uniform formation. Select your units, then right-click on any portion of the battlefield—but don't release the right mouse button. Instead, click and hold the left mouse button, holding down both buttons to enter Formation Preview mode. A "ghost" image of your selected units appears; drag your mouse about to alter the formation, along with the direction in which the units face. Release both mouse buttons to accept your decision; the units will move to form up.

NOTE

Formation Preview is useful because it lets you adjust the direction your units face. Facing your forces in the proper direction is particularly useful for vehicles, since their armor is weaker in the rear.

NOTE

If you do not use Formation Preview, your units may cluster around their destination in a rough circle, facing in no particular direction. Sometimes this is perfectly acceptable; other times, when unit facing is important, Formation Preview is best.

ATTACKING



Once you've mastered the fine arts of viewpoint manipulation, unit selection, and unit grouping, conducting battle becomes a simple matter. By default, your forces will automatically attack any hostile force or structure within their line of sight, and your units are quite good at picking out ideal candidates for their particular brand of weaponry. However, it's often beneficial to designate specific targets for your units, concentrating their fire on appropriate foes to quickly destroy each threat in turn. This is where unit grouping comes in handy. Select your forces, then right-click any suitable hostile unit or structure to issue the attack order.

NOTE

Your cursor changes to a red reticle when you mouse over a hostile unit. This is an easy way to tell friend from foe.



The Attack Move command causes your troops to pause and fire on any hostiles they encounter en route to the designated location. This can be helpful when assaulting a rival's base or outpost, preventing your units from venturing too far into the base until they've

dealt with perimeter defenses. Press **[A]** before right-clicking to issue an Attack Move order.

On the other hand, if you want your units to quickly breach a base's perimeter or move to a certain destination, just right-click to issue a standard move order. Your forces will move directly toward the designated spot, firing on nearby threats as they go (assuming they're able to track and fire on targets while moving).

UNIT STANCES



Finally, you can alter the aggressive behavior of your combat units through various stance commands. Changing unit stances can be quite helpful in a variety of scenarios; for example, setting a unit to Hold Fire stance can aid in its infiltration of an enemy base, while Aggressive

stance ensures your forces will leave no trace of that base intact. The following table details the various stances, describing how each stance causes your forces to behave:

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UNIT STANCES

Stance Name	Command Key	Description	Notes
Hold Fire stance	[H]	Units will not attack or chase after hostiles, even if provoked, unless specifically ordered to do so	Useful for base infiltration and surprise attack set-ups
Hold Ground stance	[J]	Units will attack hostiles within their line of sight but won't chase after them	Useful for keeping vehicles within the bounds of support or Repair Zones
Guard stance	[G] + left-click	Units will follow the targeted unit, attacking any hostiles that get too close	Useful during escort missions
Aggressive stance	[K]	Units will aggressively pursue hostiles across the battlefield	Useful for base assaults, as units will target structures and the like

Assign healers such as Engineers to guard a vital unit, and they'll prioritize healing that unit above all others. They'll still heal other nearby allies, but keeping the targeted unit alive will be their chief concern.

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GDI

The Global Defense Initiative (GDI) is a powerful military organization that strives to enforce the law and keep the peace on Earth. Their vision is to one day live in a world ruled by common sense and reason, where all are free to live out their lives in happiness and security. Though they cannot dispute Tiberium's value as a potent resource, GDI views the crystalline substance as a hazardous threat to the planet's ecosystem that must be contained—perhaps eradicated from Earth entirely. However, GDI has always faced stiff opposition by the Brotherhood of Nod: A society of dangerous fanatics that worships Tiberium and seeks to coexist with it, believing it can be used to enhance all life on Earth.

As a faction, GDI is largely geared toward direct, brute force, and “shock and awe” powers. Most of GDI's forces are designed to obliterate threats with measured aggression—stealth and deception tactics play a secondary role. This is in stark contrast to Nod, whose forces often rely on guerilla warfare to achieve victory.

GDI—Offense Class

GDI's Offense Crawler produces some of the most powerful vehicles and walkers around, including the fearsome Mammoth Tank and unstoppable Mastodon. Meeting GDI Offense forces head-on is usually not a good idea—in fact, it's often a recipe for disaster, particularly when their weapon systems have been upgraded by blue Tiberium Cores. Thanks to their units' ample health and armor, GDI Offense troops are some of the easiest to keep alive and fighting, and this helps them gain veterancy and dominate the battlefield. However, because GDI's Offense forces lack versatility and supportive units, their rivals can set traps and stage debilitating ambushes more easily. That's the ideal way to deal with a GDI Offense army: Confuse, weaken, and disable.

GDI OFFENSE UNITS

With no structures or support powers to employ, units take center stage in GDI's Offense branch. All GDI Offense units can be individually upgraded by blue Tiberium Cores, which occasionally appear after a unit or structure is destroyed and greatly enhance an Offense unit's weapon systems.

GDI OFFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effect
Offense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed	Composite Armor, Advanced Composite Armor	--
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost	--
Hunter	Medium Vehicle	1	1	0:09	6	900	Cannon	Medium	Combat Acclimation (gains veterancy faster, passive)	Accuracy Boost, Range Boost, Speed Boost	Increased damage
Talon	Light Aircraft	1	1	0:07	3	450	Rocket	Light	Cliffjumping	Accuracy Boost, Missile Storm, Range Boost, Speed Boost	Increased damage
Titan MKII	Medium Vehicle	1	1	0:09	6	900	Laser	Medium	Laser slows enemies	Range Boost, Refire Boost, Speed Boost	Increased damage and slow effects
Wolf	Medium Vehicle	1	1	0:09	6	900	Gun	Medium	--	Range Boost, Refire Boost, Speed Boost	Increased damage
Striker	Light Vehicle	2	1	0:10	3	450	Laser	Light	Cliffjumping	Range Boost, Refire Boost, Speed Boost	Increased damage and laser will prism to hit more targets
Bulldog	Light Vehicle	3	1	0:07	3	350	Gun	Light	Shotgun (area damage, passive), Stealth Detection	Range Boost, Refire Boost, Speed Boost	Increased damage

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Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effect
Shockwave	Medium Vehicle	5	2	0:09	6	700	Blast	Medium	Cliffjumping	Resonance Amplifier	Increased damage
Sandstorm	Medium Vehicle	6	2	0:09	6	675	Rocket	Medium	Cliffjumping	Missile Storm	Increased damage
Commando	Commando	8	2	0:09	6	500	Rocket; Cannon	Light	Cliffjumping, Commandeer Vehicle, Jump Jets	Demolitions Kit, Missile Storm	Increased damage
Mammoth Tank	Heavy Vehicle	12	3	0:11	10	1,700	Cannon, Rocket	Heavy	Taunt Laser (forces target to attack)	Backup Systems, Mirror Plating	Increased cannon damage
Refractor	Heavy Vehicle	16	3	0:11	10	1,200	Laser	Heavy	Refraction (when not firing)	Mirror Plating	Increased damage and chance to reflect
Mastodon	Heavy Vehicle	20	3	0:15	12	1,800	Blast, Rocket	Heavy	--	Backup Systems, Dispersion Bays	Increased damage and larger area damage

Offense MCV



Type: MCV

Level Required: --

Tech Tier: 1

Build Time: --

Command Points: --

Strong Against: --

Vulnerable To: Lasers

Abilities: Creates units and researches upgrades.

A new MCV can be deployed in a Deploy Zone if destroyed.

Upgrades: Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Composite Armor, Advanced Composite Armor

Blue Tiberium Core Effect: --

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Slow	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
3,000	Heavy	No	No	No	Yes (when unpacked)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon (Requires Tier 2 Tech)	Yes	--	Medium/Medium	Medium	Medium	None
Gun (Requires Tier 3 Tech)	Yes	--	Medium/Fast	Medium	Medium	None
Rocket (Requires Tier 3 Tech)	Yes	--	Medium/Medium	Medium	Medium	None

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UPGRADES

Name	Level Required	Tech Tier	Description
Tier 1 Tech	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Tier 2 Tech	5	1	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Composite Armor	11	2	Increases the health (by 200) and speed of your MCV
Tier 3 Tech	12	2	Unlocks Tier 3 units and upgrades and further improves the MCV
Advanced Composite Armor	19	3	Further increases the health (by another 200) and speed of MCV



The Offense MCV is a giant, heavily armored vehicle that produces and deploys GD I Offense units. Technology upgrades are also researched at the MCV, and any unit stationed within range of the unpacked MCV's repair radius will gain health over time. There's a lot to know about MCVs, so consult the "Basic Training" chapter for complete details on how to operate these versatile vehicles.



The Offense MCV has several tech upgrades that allow it to produce more advanced units and research advanced upgrades. Its tech upgrades also bestow weapons to the Offense MCV, allowing it to defend itself while mobile and unpacked, effectively transforming the MCV into GD I's heaviest combat unit. The Offense MCV's two Composite Armor upgrades steadily increase the Crawler's health and speed, helping it survive harrowing assaults and navigate the battlefield more quickly.

Engineer



Type: Utility infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: –

Vulnerable To: Gun

Abilities: Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection

Upgrades: Range Boost, Speed Boost

Blue Tiberium Core Effect: –

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-Fast	Medium	Yes	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units

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Engineers are multipurpose infantry that navigate the battlefield with great ease thanks to their natural speed and Cliffjumping ability. Send Engineers to clear out enemy mines or capture the fallen husks of giant walker units for the benefit of your army. Include at

least one Engineer in every unit group to provide your combat units with a means of detecting stealthed or burrowed foes. Engineers will automatically administer repairs to nearby wounded allies, keeping your frontline fighters alive even longer than normal.

Hunter



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Medium vehicles

Vulnerable To: Cannons

Abilities: Combat Acclimation (gains veterancy faster, passive)

Upgrades: Accuracy Boost, Range Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	1	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units



The GDI Hunter is a formidable anti-vehicle tank that strikes a balance between speed and power. Its sizeable cannon punches through medium armor but can only fire on ground targets, leaving the Hunter vulnerable to aircraft. The Hunter is protected by medium armor and has enough health to remain

viable during extensive campaigns, particularly when paired with a repair unit. Because Hunters naturally gain veterancy faster than other units, it's wise to keep them alive and blasting away.



Collect a blue Tiberium Core to enhance the Hunter's cannon, increasing the damage it deals with each attack. And be certain to purchase the Accuracy Boost upgrade to ensure every shot finds its mark. This will help the Hunter rank up with speed, making it far more difficult to destroy.

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Talon

Type: Light vehicle
Level Required: 1
Tech Tier: 1
Build Time: 0:07
Command Points: 3
Strong Against: Aircraft
Vulnerable To: Guns
Abilities: Cliffjumping
Upgrades: Accuracy Boost, Missile Storm, Range Boost, Speed Boost
Blue Tiberium Core Effect: Increased damage



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	4	Medium/Fast	Medium	Medium-low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	1	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Missile Storm	8	2	Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage; also adds area damage to the Talon and Commando



its rockets will find their mark against agile threats. Purchase the Missile Storm ability after unlocking Tier 2 Tech and the Talon's rockets will deal a small amount of area damage on impact, increasing their effectiveness against clusters of air and ground units.



The Talon is a fast and agile hovercraft armed with a rapid-fire rocket launcher. Its speed and Cliffjumping help it move about the battlefield with great ease, making it a suitable anti-aircraft scout. By upgrading the Talon with the Accuracy Boost ability, you ensure that

When you need a leg up in the early game anti-air department, have Talons collect blue Tiberium Cores to upgrade their rocket launchers and increase their rockets' damage.

Titan MKII



Type: Medium vehicle
Level Required: 1
Tech Tier: 1
Build Time: 0:09
Command Points: 6
Strong Against: Heavy units and structures
Vulnerable To: Cannons
Abilities: Laser slows enemies (passive)
Upgrades: Range Boost, Refire Boost, Speed Boost
Blue Tiberium Core Effect: Increased damage and slow effects

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Slow/Slow	Medium-long	Medium-high	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units



The Titan MKII is a medium anti-heavy vehicle that stomps about the battlefield on two mechanical legs. Its laser is slow to fire but very effective, even against less-than-ideal targets. A small group of Titans can be a serious threat in the early goings of a battle, able to deal fast damage to enemy

Crawlers and defense structures—particularly when enhanced by the Refire Boost upgrade.



After collecting a blue Tiberium Core, a Titan gains a second laser cannon, significantly enhancing its damage output.

Wolf



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Light units

Vulnerable To: Cannons

Abilities: –

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	Medium	Slow/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units

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Armed with twin machine guns, the Wolf is GDI's anti-light workhorse. Its medium armor helps keep the Wolf alive and firing its sizeable machine guns, mowing down enemy infantry and light vehicles, and bringing light enemy aircraft spiraling down to earth. The Wolf's primary drawbacks are its lack of speed and its reload time between clips—be sure to reload (Z) Wolves between each skirmish, and purchase the Speed Boost and Range Boost to ensure their swifter prey cannot escape.



Once collected, a blue Tiberium Core enhances a Wolf's damage and ammo capacity, making it lethal to light units and increasing its effectiveness against medium units, too.

Striker



Type: Light vehicle
Level Required: 2
Tech Tier: 1
Build Time: 0:07
Command Points: 3
Strong Against: Heavy units and structures
Vulnerable To: Guns
Abilities: Cliffjumping
Upgrades: Range Boost, Refire Boost, Speed Boost
Blue Tiberium Core Effect: Increased damage and laser will prism to hit more targets

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Very Fast	Medium	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Medium/Medium	Medium	Low	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units



Thanks to its speed, Cliffjumping, and low-output laser, GDI's Striker is ideal for early game base raids. Purchase the Range and Refire Boost upgrades to help your Striker parties slice up your rivals' initial defense structures from a safe distance. Beware of the Striker's light armor and lack of anti-light defenses, however—Strikers must not be left undefended. Provide swift escorts for your Strikers, such as Talons and Bulldogs, or they won't survive long enough to do their job.

Increase the Strikers' damage output by steering them into blue Tiberium Cores. Once upgraded, the Striker's laser will deal extra damage and prism to strike additional nearby targets, making the Striker even more deadly to enemy units and clustered base defenses.



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Bulldog



Type: Light vehicle

Level Required: 3

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Light units

Vulnerable To: Guns

Abilities: Shotgun (area damage, passive), Stealth Detection

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium-low	Yes	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
350	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	Medium	Slow/Fast	Medium-low	Low	Small cone

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units

The Bulldog's high speed, natural stealth detection, and anti-light weaponry make it a perfect scout and Tiberium Crystal gatherer for GDI's Offense branch. Its primary weapon is a shotgun that damages everything ahead of the Bulldog in a cone radius—nasty against tight groups of infantry, who'd do well to scatter (F) when Bulldogs are about. Outfit Bulldogs with the Speed and Refire Boost to make them even better at scouting and crystal-gathering ops.

By collecting a blue Tiberium Core, a Bulldog's shotgun gains a second barrel and an additional clip ammo, helping the Bulldog blast through light threats as it scurries about the battlefield.



Shockwave



Type: Medium vehicle

Level Required: 5

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Structures

Vulnerable To: Cannons

Abilities: Cliffjumping

Upgrades: Resonance Amplifier

Blue Tiberium Core Effect: Increased damage

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
700	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	--	Slow/Medium	Medium	Low (Medium for follow-up blast)	Large circular

UPGRADES

Name	Level Required	Tech Tier	Description
Resonance Amplifier	7	2	Upgrades the Shockwave with a Resonance Amplifier, increasing its ability to dodge and allowing it to detect stealth in a small radius



The Shockwave is a hovering Cliffjumping vehicle designed to level reinforced enemy structures. The initial attack from its giant sonic resonator cannon deals low blast damage—but after a few moments, a medium-damage follow-up blast occurs at the point of impact that affects everything in a large circular radius around the impact site.



Upgrade Shockwaves with the Resonance Amplifier and they'll gain a better chance to dodge incoming fire. This upgrade also allows Shockwaves to detect stealth in a small radius, shown graphically on the battlefield. Combined with the Shockwave's inherent Cliffjumping ability, this upgrade transforms Shockwaves into somewhat slow but powerful scouts that can do some real damage when they discover enemy defenses or captured structures.

Steer a Shockwave into contact with a blue Tiberium Core to increase its blast damage



output, along with the size of the area damage that occurs during the time-delayed follow-up blast. Now your Defense-class rivals have something worth worrying about!

Sandstorm



Type: Medium vehicle

Level Required: 6

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Aircraft

Vulnerable To: Cannons

Abilities: Cliffjumping

Upgrades: Missile Storm

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-long	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
675	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	Yes	Medium	Slow/Fast	Medium-long	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Missile Storm	8	2	Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage; also adds area damage to the Talon and Commando

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The Sandstorm is GDI's medium anti-air unit, capable of traversing tumultuous battlefields to reach the action with its Cliffjumping ability. Its potent rockets launch in a rapid volley, quickly downing light and medium enemy aircraft—very handy against Support-class foes. Purchase the Missile Storm upgrade and you can toggle the Sandstorm's firing mode to make it launch slightly less accurate rockets that explode into small, circular pockets of area damage—ideal when attacking groups of foes.



Have a Sandstorm collect a blue Tiberium Core to further enhance its weapon systems in a variety of ways. The Sandstorm gains additional rocket launchers for larger volleys and its rockets become more powerful. The Sandstorm's rockets also enjoy a greater area of effect on impact (medium, circular), though this only applies if your Sandstorms have been upgraded with the Missile Storm ability and are firing in Missile Storm mode.



Commando

Type: Commando

Level Required: 8

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Aircraft and medium vehicles, and structures (requires Demolitions Kit upgrade)

Vulnerable To: Guns

Abilities: Cliffjumping, Commandeer Vehicle, Jump Jets

Upgrades: Demolitions Kit, Missile Storm

Blue Tiberium Core Effect: Increased damage



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
500	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	No	--	Medium/Medium	Medium	Medium	None
Rockets	No	Small	Medium/Fast	Medium	Medium	None
Blast (requires Demolitions Kit upgrade)	No	--	--	Short	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Missile Storm	8	2	Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage; also adds area damage to the Talon and Commando
Demolitions Kit	9	2	The Commando carries C4 Charges that can be thrown at structures and heavy units for massive damage



Commandos are the best of the best—GDI's most specialized infantry. These highly trained operatives are so rare that only one can be active on the battlefield at a time. Their advanced combat suit is equipped with a cannon to counter medium vehicles, along with a rocket

launcher to bring down light and medium aircraft. By purchasing the Missile Storm upgrade, you can add area damage (small, circular) to the Commando's rockets, making them more effective against groups of units.

Commandos are a clear bargain at only 6 CP, but their light armor means they won't last long against focused gunfire. Fortunately, Commandos

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naturally recover health over time and can be quickly repaired. Their Jump Jets ability also can be used to quickly move them into and out of harm's way.



When outfitted with the Demolitions Kit upgrade, Commandos become a threat to heavy vehicles and structures, able to plant C4 explosive charges on any heavy unit or structure. These charges detonate after several seconds, dealing significant, localized

blast damage with no area of effect. Use the Commando's natural Jump Jets ability to quickly close in on targets you wish to blast with C4—then use the talent again to retreat them.



Like all Offense units, Commandos can benefit from blue Tiberium Cores. Collect one to increase the damage dealt by the Commando's cannon and rocket weaponry.

Mammoth Tank



Type: Heavy vehicle
Level Required: 12
Tech Tier: 3
Build Time: 0:11
Command Points: 10
Strong Against: Aircraft and medium vehicles
Vulnerable To: Lasers
Abilities: Taunt Laser (forces target to attack)
Upgrades: Backup Systems, Mirror Plating
Blue Tiberium Core Effect: Increased cannon damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,700	Heavy	No	No	Yes	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Slow/Medium	Medium	High	None
Rockets	Yes	Small	Long/Fast	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Backup Systems	14	3	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Mirror Plating	17	3	Gives the Refractor the Refraction ability, which splits incoming damage into multiple outgoing beams when activated; also provides the Refractor and Mammoth Tank with a mirror coat, passively giving them a chance to reflect enemy attacks



With its heavy armor, twin cannons, and side rocket launchers, Mammoth Tanks are the backbone of GDI's advanced Offense armies. These heavy hitters decimate medium vehicles and aircraft with frightening ease, and their respectable speed means they can also keep

up with them. Best of all, Mammoth Tanks leave behind a husk when destroyed; keep Engineers close by your Mammoths and you'll be able to quickly recover them when they fall, instantly bringing them back online to continue pulverizing all foes.

Mammoth Tanks can be upgraded with Backup Systems that allow their husks to slowly recover health over time. If the husk is left to regain full health, it stands up on its own, under your control. This is a handy upgrade

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even if you plan on recapturing husks with Engineers, simply because the husks will recover health as they lie in wait.

Mirror Plating is a fantastic GDI Offense upgrade and is especially valuable to Mammoth Tanks. These behemoths are difficult enough to destroy in their own right, but once upgraded with Mirror Plating, Mammoth Tanks gain a chance to reflect hostile gun, cannon, and laser attacks, taking no damage whatsoever when an attack is successfully reflected. Because Mammoth Tanks sport a Taunt Laser, which passively forces their current target to attack the Mammoth, this upgrade can be of incredible value, drawing enemy fire toward the burly Mammoth and then reflecting it harmlessly away.



If one of a Mammoth Tank's many victims happens to drop a blue Tiberium Core, be certain that the Mammoth gets it. This increases their cannons' already high damage output and cause their rockets to erupt in small, circular pockets of area damage. Because fallen Mammoth

Tanks can be brought back online, they should be given first dibs on blue Tiberium Cores. Just make sure it's your Engineers who capture their husks, and not your rival's!

Refractor



Type: Heavy vehicle

Level Required: 16

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against: Heavy units and structures

Vulnerable To: Lasers

Abilities: Refraction (when not firing)

Upgrades: Mirror Plating

Blue Tiberium Core Effect: Increased damage and chance to reflect

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium-long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,200	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Slow/Slow	Medium-long	High	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Mirror Plating	17	3	Gives the Refractor the Refraction ability, which splits incoming damage into multiple outgoing beams when activated; also provides the Refractor and Mammoth Tank with a mirror coat, passively giving them a chance to reflect enemy attacks

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The Refractor is GDI's ultimate base assault vehicle. Anytime these heavy units are not firing their powerful lasers, Refractors keep a massive frontal barrier erected, which has a chance to reflect hostile gun, cannon, and laser attacks. This

means a Refractor is well protected while leading the advance on an enemy base, where it will eventually drop its barrier to unleash its high-powered laser and obliterate heavy enemy units and defense structures.



The Mirror Plating upgrade coats all Refractors in a reflective shield that passively gives them a chance to reflect hostile gun, cannon, and laser attacks—even those not aimed at their sturdy frontal barriers. The upgrade also enhances all

Refractors' frontal barriers by outfitting them with the Refraction ability. By activating the Refraction ability, each Refractor's frontal barrier will not only reflect incoming gun, cannon, and laser fire, but also split the incoming fire into multiple shots that can deal extra damage to foes.



A blue Tiberium Core enhances a Refractor's laser damage and increases the unit's chance to reflect inbound gun, cannon, and laser attacks with its frontal barrier. Few things are sweeter than gaining improved offense *and*

defense at the same time.

Mastodon



Type: Heavy vehicle

Level Required: 20

Tech Tier: 3

Build Time: 0:15

Command Points: 12

Strong Against: Aircraft and structures

Vulnerable To: Lasers

Abilities: –

Upgrades: Backup Systems, Dispersion Bays

Blue Tiberium Core Effect: Increased damage and larger area damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Slow	Long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,800	Heavy	No	No	Yes	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	4	Slow/Fast	Long	High	Line plus medium circular
Rockets	Yes	Medium	Long/Fast	Medium	Medium	None
Blast	No	5 per side	Long/Fast	Medium	Medium	Medium circular
(requires Dispersion Bays upgrade)						-short

UPGRADES

Name	Level Required	Tech Tier	Description
Backup Systems	14	3	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Dispersion Bays	20	3	The Mastodon can launch depth charges from both sides of the unit

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GDI's ultimate Offense unit is the Mastodon: A giant quadrupedal walker that shakes the earth with each enormous footfall. Mastodons enjoy the greatest amount of health of all GDI units (save Crawlers), and they're also covered in heavy armor that helps keep their health intact.

Even if a Mastodon should fall, their husks can be quickly recovered by Engineers to bring them back to life—make sure to keep Engineers close by.

Each devastating blast volley emitted by a Mastodon scars the earth, causing widespread area damage in a long line ahead of the walker. Units and structures caught in these blasts are certain to fall. Mastodons are also equipped with rockets to help them ward off aircraft—though their primary focus is ground destruction.



Mastodons can benefit from the Backup Systems upgrade, which causes their fallen husks to steadily repair over time, returning the unit to life under your control when their health is fully restored. Outfitting Mastodons with the Dispersion Bays upgrade allows them to unload five powerful bombs to either flank, which each deal significant blast damage and decimate surrounding hostiles. Any ground force crazy enough to tackle a Mastodon would do well to do so from the rear.



a blue Tiberium Core pops out of a vanquished foe.

As if the Mastodon's standard weapon systems aren't enough, have one grab a blue Tiberium Core to increase its blast damage, along with the attack's area of effect size. Like Mammoth Tanks, Mastodons are difficult to truly kill, and should therefore be given priority when

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Accuracy Boost	Passive Upgrade	1	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	Passive Upgrade	3	1	0:00	1	Increases the movement speed of all Tier 1 units
Range Boost	Passive Upgrade	4	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	Passive Upgrade	5	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Resonance Amplifier	Shockwave Upgrade	7	2	0:00	1	Upgrades the Shockwave with a Resonance Amplifier, increasing its dodge, and allowing it to detect stealth in a small radius
Missile Storm	Weapon Upgrade	8	2	0:00	1	Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage; also adds area damage to the Talon and Commando
Demolitions Kit	Commando Upgrade	9	2	0:00	1	The Commando carries C4 Charges that can be thrown at structures and heavy units for massive damage
Composite Armor	MCV Upgrade	11	2	0:00	1	Increases the health (by 200) and speed of your MCV
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Backup Systems	Husk Upgrade	14	3	0:00	1	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Mirror Plating	Vehicle Upgrade	17	3	0:00	1	Gives the Refractor the Refraction ability, which splits incoming damage into multiple outgoing beams when activated; also provides the Refractor and Mammoth Tank with a mirror coat, passively giving them a chance to reflect enemy attacks
Advanced Composite Armor	MCV Upgrade	19	3	0:00	1	Further increases the health (by another 200) and speed of your MCV
Dispersion Bays	Mastodon Upgrade	20	3	0:00	1	The Mastodon can launch depth charges from both sides of the unit

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Tier 1 Tech

Type: Tech upgrade
Prerequisites: None
Build Time: –
Upgrade Points: –

All Crawlers begin with the Tier 1 Tech upgrade already purchased. This upgrade makes Tier 1 units and upgrades available for production.

Accuracy Boost



Type: Passive upgrade
Level Required: 1
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

Once purchased, this upgrade permanently increases the chance to hit by 50 percent for Tier 1 units armed with cannons or rockets. In

addition, rockets will no longer miss when fired against moving targets, and cannons will no longer miss when fired while your units are on the move. This is a must-have upgrade if you plan to use lots of Tier 1 anti-medium and/or anti-air units, such as the Talon and Hunter.

Speed Boost

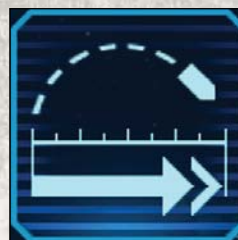


Type: Passive upgrade
Level Required: 3
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade increases the movement speed of all Tier 1 units, helping your light and medium forces traverse the battlefield with greater speed.

A fantastic upgrade that helps your Tier 1 units gather Tiberium Crystals and capture neutral structures, with greater haste. Also handy when you need to flee from slower foes—perhaps even to draw them into an ambush.

Range Boost



Type: Passive upgrade
Level Required: 4
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade increases the weapon and vision range of all Tier 1 units, allowing them to sight and fire on enemies from greater distances. This

is especially useful to Tier 1 laser and blast units, helping them attack defense turrets from afar without exposing themselves to the turrets' fire.

Refire Boost



Type: Passive upgrade
Level Required: 5
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade decreases the reload or recharge time of all Tier 1 gun and laser units, effectively causing them to attack more often. A fantastic

early upgrade when rushing Defense-class enemies, whose initial defenses primarily consist of light infantry and heavy structures—prime targets for guns and lasers.

Tier 2 Tech



Type: Tech upgrade
Level Required: 5
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 5

This upgrade unlocks Tier 2 units and technologies, making them available for production. Purchase this upgrade when you're

ready to "tech up" and access more advanced units and technologies. This upgrade also adds a top-mounted cannon turret to GDI's Offense Crawler, helping it repel ground forces.

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Resonance Amplifier



Type: Shockwave upgrade

Level Required: 7

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Upgrade Shockwaves with the Resonance Amplifier and they'll gain a better chance to dodge incoming fire. This upgrade also allows

Shockwaves to detect stealth in a small radius that's shown on the battlefield. Combined with the Shockwave's inherent Cliffjumping ability, this upgrade transforms Shockwaves into somewhat slow but powerful scouts that can do some real damage when they discover an enemy base or captured neutral structure.

Missile Storm



Type: Weapon upgrade

Level Required: 8

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Purchase the Missile Storm upgrade and you can toggle the Sandstorm's firing mode to make it launch slightly less accurate rockets that deal area

damage in small, circular pockets—ideal when attacking groups of foes. This upgrade also enhances the Talon's and Commando's rockets, causing them to deal small, circular pockets of area damage when they explode, potentially harming multiple nearby foes. Very handy when facing Support class rivals that favor aircraft.

Demolitions Kit



Type: Commando upgrade

Level Required: 9

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

When outfitted with the Demolitions Kit upgrade, Commandos become a threat to heavy vehicles and structures, gaining the ability to

plant C4 explosive charges on any heavy unit or structure. These charges detonate after several seconds, dealing significant, localized blast damage with no area of effect. Use the Commando's natural Jump Jets ability to quickly close in on targets you wish to blast with C4—then use the talent again to retreat them from harm.

Composite Armor



Type: MCV upgrade

Level Required: 11

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Tired of having to redeploy your Offense Crawler over and over? Purchase the Composite Armor upgrade to enhance its health (by 200),

improving its odds of survival. And should the Crawler fall again, the improved speed that's also provided by this upgrade will help it lumber back to the action after redeploy.

Tier 3 Tech



Type: Tech upgrade

Level Required: 12

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 7

This upgrade unlocks Tier 3 units and technologies, making them available for production. Invest in this upgrade to gain access

to your faction's most advanced units and technologies. This upgrade also adds a gun turret and rockets to the Offense Crawler, further adding to its ability to repel hostile raiders.

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Backup Systems



Type: Husk upgrade

Level Required: 14

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Mammoth Tanks and Mastodons both benefit from the Backup Systems upgrade, which causes their husks to slowly recover health over time.

If the husk is left to regain full health, it stands up on its own, under your control. This is a handy upgrade even if you plan on recapturing husks with Engineers, simply because the husks will recover health as they lie in wait. A must-have upgrade if you plan on using lots of Mammoth Tanks and Mastodons—and why wouldn't you?

Mirror Plating



Type: Vehicle upgrade

Level Required: 17

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Mirror Plating upgrade coats all Refractors and Mammoth Tanks in a reflective plating that passively gives them a chance to reflect hostile

gun, cannon, and laser attacks. This helps these valuable units survive as they decimate rivals and rank up their veterancy, and is especially important to the Mammoth Tank, whose inherent Taunt Laser trait forces its targets to attack the Mammoth. This upgrade also enhances all Refractors' frontal barriers by outfitting them with the Refraction ability. By activating the Refraction ability, each Refractor's frontal barrier will not only reflect incoming gun, cannon, and laser fire, but also split the incoming fire into multiple shots that can deal extra damage to foes. A fantastic later-game upgrade that affords GDI's heavy-hitters a bit of defense.

Advanced Composite Armor



Type: MCV upgrade

Level Required: 19

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

This upgrade further improves GDI's Offense Crawler by giving it additional health (200) and speed, helping the Crawler survive longer under heavy fire and cross the battlefield more quickly when the need arises.

Dispersion Bays



Type: Mastodon upgrade

Level Required: 20

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Outfitting Mastodons with the Dispersion Bays upgrade allows them to unload five powerful bombs to either flank, which each

deal significant blast damage, decimating surrounding hostiles. Because Mastodons are slow and your enemies are likely to keep their distance, this is best used as a surprise defensive attack—Unpack your Crawler and deploy a ready-made Mastodon, then quickly unleash its Dispersion Bays to wipe out surrounding foes.

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PLAYING GDI'S OFFENSE CLASS

Having no defense structures or Support Powers to rely on, GDI's Offense branch must rely solely on its units and the upgrades it can bestow upon them. This makes GDI's Offense class a straightforward class to play, but comes with the drawback of making them somewhat predictable and easy to counter.



Bulldogs and Talons make ideal start-of-match scouts. They're equally fast, both in terms of movement and production speed, allowing you to quickly capture key structures and obtain Tiberium Crystals just moments after Crawler deployment. Bulldogs can detect stealth, which is handy in any battle against Nod, while Talons can navigate tumultuous terrain with their Cliffjumping ability. Depending on the map, you may favor one unit over another.



Though slower than Bulldogs and Talons, Hunters and Wolves also make good scouts and crystal gatherers, particularly as a match progresses. Both enjoy medium armor and a respectable amount of health, making them more difficult to uproot from vital sites you wish to control. Their armor also helps them survive longer journeys while toting Tiberium Crystals, and their weaponry aids them in fending off hostiles. Assign Engineer escorts to Hunters and Wolves with the Guard Stance command (select an Engineer, press **[G]**, then left-click the unit you wish it to guard) to increase these units' odds of survival without having to micro-manage.

TIP

GDI's Offense forces lack support, so keep plenty of Engineers around to heal your units and detect Nod's stealthed and burrowed forces.

If your rival is being aggressive with their Crawler or if you're up against the Defense class, Strikers and Titan MKIIs will be of great value in the

early to mid-stages of a battle, as well. Their lasers will carve up defense turrets and will also slice through a Crawler's heavy armor—particularly after they've been enhanced by collecting blue Tiberium Cores. Strikers are also very swift and have the Cliffjumping ability; this lends them versatility, allowing you to send them off to capture more remote structures or secure distant Tiberium Crystals when there are no suitable targets for their lasers.



Naturally, you'll want to secure Tiberium Crystals and tech up so you can roll out GDI's formidable Tier 2 and Tier 3 units. Shockwaves and Sandstorms are excellent mid-match units, able to annihilate structures and heavier units while using their Cliffjumping ability to traverse the battlefield with greater efficiency than Hunters, Wolves, and Titans. They cost the same amount of time and CPs to build as these Tier 1 peers, so start rolling out Shockwaves and Sandstorms once you've teched up to Tier 2.

Another advantage of reaching Tier 2 units quickly is that the Tier 2 Tech upgrade also outfits GDI's Offense Crawler with a powerful cannon, effectively transforming it into a monstrous anti-vehicle combat unit. The best Offense Commanders will keep their upgraded Crawler close to the action, aiding their units in battle and quickly unpacking to deploy reserves right on the spot.



Things only get better once the Tier 3 Tech upgrade has been researched. Most Offense Commanders will conserve their UPs, working diligently to access this upgrade so they may begin rolling out fearsome Mammoth Tanks and Mastodons as soon as possible. Even a handful of these units are game changers when used by skilled Commanders, so avoid the common mistake of building too many. Though extremely powerful, Mastodons and Mammoth Tanks are also quite slow and won't serve you well when attempting to respond to situations across the battlefield. Balance out their lack of speed by keeping medium units around—this will also make you more difficult to counter. If you build nothing but Mammoths and Mastodons, your rival can simply build leagues of medium

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anti-heavy units, which are deadly in numbers and also can be tasked with crossing the battlefield to secure structures you've left undefended.

COMBATTING GDI'S OFFENSE CLASS

Without the benefit of defensive structures or Support Powers, and suffering a serious lack of supporting units, GDI's Offense class is somewhat limited. Expect GDI Offense Commanders to bring lots of light and medium vehicles to the field from the get-go, and counter these units with loads of gun and cannon forces. Make certain to eliminate their Engineers with gun units as well—they're the GDI Offense class's one and only brand of support unit, and GDI's Offense suffers greatly without the benefit of their healing. Cripple their units with Support Powers and halt their advance with defense structures if you're playing the Support or Defense class.

As battle wages on, many inexperienced GDI Offense Commanders tend to become "heavy crazy," rolling out nothing but Mammoths, Mastodons, and Refractors once they have the option. All these units feature heavy armor, so you can easily counter them by producing legions of medium laser and blast units. Such units take less time to build than Mammoths, Mastodons, and Refractors, and their superior speed comes in handy once you've got GDI on the run. Fan out your forces after crippling their heavy hitters, sending one or two units to capture the key structures that GDI has left undefended.

TIP

Try stealing GDI's Mastodons and Mammoths away by capturing their fallen husks with Engineers.

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GDI—Defense Class

The role of GDI's Defense branch is to secure conquered territory, setting up Bunkers and defense turrets to fortify their positions. It's the only branch of GDI's military capable of building such defensive structures, including their devastating Superweapon, the Ion Cannon. Defense-class Crawlers can also produce a few supportive units that administer repairs, helping them keep their base defenses up and running as enemies crash against them. Once rooted in place, GDI Defense forces are extremely difficult to remove—their rivals must therefore struggle to prevent them from settling in.

GDI DEFENSE UNITS

Light Tier 1 units make up the bulk of GDI's Defense branch. This grants GDI Defense Commanders the ability to quickly flood the battlefield with the appropriate units, rapidly reinforcing positions and countering their rival's attempts to push them out of captured lands.

GDI DEFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Defense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units, researches upgrades, and builds structures; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Defensive Matrix, Mobility Matrix
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Zone Defender	Light Infantry	1	1	0:07	3	225	Rocket	Light	Sprint	Accuracy Boost, Assault Packs, Medical Training, Range Boost, Speed Boost
Zone Enforcer	Light Infantry	1	1	0:07	3	225	Gun	Light	Sprint, Rifle Grenades (passive)	Assault Packs, Medical Training, Range Boost, Refire Boost, Speed Boost
Zone Trooper	Light Infantry	1	1	0:07	3	225	Cannon	Light	Sprint	Accuracy Boost, Assault Packs, Medical Training, Range Boost, Speed Boost
Dozer	Utility Vehicle	2	1	0:06	3	200	Repair Beam	Light	Repair, EMP Mines, Build Outpost	Enhanced Repairs, Range Boost, Speed Boost
Zone Lancer	Light Infantry	3	1	0:07	3	225	Laser	Light	Deploy Lance Platform (increases range and armor)	Medical Training, Range Boost, Refire Boost, Speed Boost
Spartan Tank	Medium Vehicle	5	1	0:09	6	600	Cannon	Medium	Drop Cannon (on death)	Accuracy Boost, Range Boost, Speed Boost
Zone Raider	Light Infantry	6	2	0:09	6	400	Blast; Laser	Light	Sprint	Assault Packs, Medical Training
Armadillo	Heavy Vehicle	8	2	0:11	10	1,300	Gun	Heavy	Garrison Infantry (3)	Reflective Dozer
Zone Captain	Light Infantry	12	3	0:11	10	750	Blast	Light	Cliffjumping, Jump Jets, Sprint	Assault Packs, Medical Training
Rhino	Heavy Vehicle	14	3	0:15	12	1,600	Blast	Heavy	Unpack (only fires when unpacked)	Backup Systems (Offense-class upgrade), Reflective Dozer
Juggernaut	Medium Vehicle	18	3	0:09	6	700	Blast	Medium	--	Sticky Bombs

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Defense MCV

Type: MCV

Level Required: 1

Tech Tier: 1

Build Time: –

Command Points: –

Strong Against: –

Vulnerable To: Lasers

Abilities: Creates units and researches upgrades. A

new MCV can be deployed in a Deploy Zone if destroyed.

Upgrades: Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Defensive Matrix, Mobility Matrix



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Slow	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
3,000	Heavy	No	No	No	Yes (when unpacked)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast (Requires Tier 2 Tech)	Yes	--	Slow/Slow	Medium-long	Medium	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Tier 1 Tech	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Tier 2 Tech	5	1	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Defensive Matrix	11	2	Creates a Defensive Shield (1,000) in a large radius around the MCV when it is unpacked
Tier 3 Tech	12	2	Unlocks Tier 3 units and upgrades and further improves the MCV
Mobility Matrix	20	3	Creates a Defensive Shield (1,000) in a large radius around the MCV when it is mobile



The Defense MCV is a giant, heavily armored vehicle that produces and deploys GDI Defense units and structures. Technology upgrades are also researched at the MCV, and any unit stationed within range of the unpacked MCV's repair radius will gain health over time. There's a lot to know about MCVs, so consult the "Basic Training" chapter for complete details on how to operate these versatile vehicles.



Once upgraded to Tier 2 Tech, GDI's Defense Crawler gains a powerful artillery turret that deals blast damage, transforming it into sort of mobile Artillery Turret map structure. The two Matrix upgrades outfit the Crawler with powerful shields that not only protect the Crawler, but also any units stationed nearby within the shield. Units protected by shields can fire out at enemies, but the shield must be destroyed by enemy fire before the sheltered units can be harmed.

Engineer

Type: Utility infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: –

Vulnerable To: Gun

Abilities: Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection

Upgrades: Range Boost, Speed Boost



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-Fast	Medium	Yes	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units



Engineers are multipurpose infantry that navigate the battlefield with great ease thanks to their natural speed and Cliffjumping ability. Send Engineers to clear out enemy mines or capture the fallen husks of giant walker units for the benefit of your army. Include at least one Engineer in every unit group to provide your combat units with a means of detecting stealthed or burrowed foes. Engineers will automatically administer repairs to nearby wounded allies, keeping your frontline fighters alive even longer than normal.

Zone Defender

Type: Light infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: Aircraft

Vulnerable To: Guns

Abilities: Sprint

Upgrades: Accuracy Boost, Assault Packs, Medical Training, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
225	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	Medium	Medium/Fast	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	1	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	2	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Assault Packs	7	2	For select infantry: Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	9	2	Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building

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Zone Defenders are the Defense branch's one and only rocket-firing unit. Fortunately, their rockets pack quite a punch, and the Accuracy and Range Boost upgrades ensure their rockets will find their mark. Though lightly armored, these brave women can withstand the heat

of battle once garrisoned inside a Bunker, Armadillo, or region defense structure—particularly after receiving the Medical Training upgrade. Like many GDI Defense infantry, Zone Defenders can use their Sprint ability to quickly reach garrisonable structures, and their movement speed can be greatly enhanced by the Speed Boost and Assault Packs upgrades. Zone Defenders are extremely valuable units when battling the high volume of aircraft so commonly employed by Support-class rivals.

Zone Enforcer



Type: Light infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Light units

Vulnerable To: Guns

Abilities: Sprint, Rifle Grenades (passive)

Upgrades: Assault Packs, Medical Training, Range Boost, Refire Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
225	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	No	Medium	Medium/Fast	Medium	Medium	None
Blast (Rifle Grenades)	No	1	Very long/Fast	Medium	Low	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	2	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	4	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Assault Packs	7	2	For select infantry: Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	9	2	Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building



Zone Enforcers are light troopers armed with giant machine guns designed to shred lightly armored targets on land and in the sky. Zone Enforcers also periodically launch Rifle Grenades that deal a low amount of blast damage in a small, circular area; this is handy when attempting to clear enemy

infantry out of garrisoned structures. Only one other GDI Defense unit is equipped with guns (the Armadillo), making Zone Enforcers valuable units to keep on hand during the early stages of a conflict. Once you've teched up to Armadillos, you can reduce the number of Zone Enforcers you keep on the field.

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Zone Trooper

Type: Light infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against:

Medium vehicles

Vulnerable To: Guns

Abilities: Sprint

Upgrades: Accuracy Boost, Assault Packs, Medical Training, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	Yes (with Assault Packs)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
225	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	No	--	Fast/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	1	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	2	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Assault Packs	7	2	For select infantry: Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	9	2	Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building



Zone Troopers pack sizeable anti-tank cannons designed to puncture medium vehicle armor. Though they suffer from a low damage output, Zone Troopers fire quickly, which is advantageous considering the high mortality rate amongst infantry. These fearless men become

particularly dangerous to enemy vehicles as their numbers increase, especially when garrisoned inside Bunkers and Armadillos.

Dozer



Type: Utility vehicle

Level Required: 2

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: –

Vulnerable To: Guns

Abilities: Repair, EMP Mines, Build Outpost
Upgrades: Enhanced Repairs, Range Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	100	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
200	Light	No	No	No	No

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ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Melee Repair	--	--	--/--	Melee	--	None
Blast (EMP Mine)	--	4	Very slow/Fast	--	Low	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	2	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Enhanced Repairs	10	2	Increases the repair speed of the GDI Dozer, and increases the repair radius and amount repaired by the Defense MCV



Lightly armored Dozers play a vital role in GDI's Defense branch and are therefore high-priority targets for Nod gun units. Keep a couple of these utility vehicles on hand at all times, spreading them out to build Outpost structures at key regions of a map, such as TCN Nodes and Tiberium

Crystal spawning sites. These Outposts provide an ample build radius, allowing you to set down defense structures across great distances while your Crawler focuses on reinforcing other sites with units.



Dozers also can repair units and structures faster than Engineers, though they must move into contact with the target in order to begin welding. Dozers can lay down small, stealthed EMP minefields that deal modest damage to enemies, disabling them for a short time—very

handy when reinforcing a perimeter, or when being chased down by hostile pursuers.

Zone Lancer



Type: Light infantry

Level Required: 3

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against:

Heavy units and structures

Vulnerable To: Guns

Abilities: Deploy Lance Platform (increases range and armor)

Upgrades: Medical Training, Range Boost, Refire Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
225	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Slow/Slow	Medium	Medium	Line
Laser (Lance Platform)	Yes	--	Medium/Slow	Medium-long	Medium	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	2	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	4	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Medical Training	9	2	Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building

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Zone Lancers are light laser units designed to counter heavy armor. Though lightly armored, Zone Lancers boast a high damage output that's hampered by long reload times between shots and a slow firing speed once a target has been locked. Zone Lancers therefore benefit greatly from the Refire Boost upgrade, which shortens their lengthy reload intervals.



Zone Lancers also have the unique ability to quickly unpack into a Lance Platform. In this state, a Zone Lancer sacrifices movement to gain added vision and attack range, extra armor, and a slightly reduced reload time between attacks. This allows

Zone Lancers to fare better in open ground than other GD I infantry, allowing their peers to exploit Bunkers and garrisonable map structures while Zone Lancers unpack elsewhere nearby.

Spartan Tank



Type: Medium vehicle

Level Required: 5

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Medium vehicles

Vulnerable To: Cannons

Abilities: Drop Cannon (on death)

Upgrades: Accuracy Boost, Range Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	1	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	2	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



Much like the Offense branch's Hunters, Spartan Tanks are the Defense class's frontline workhorses. Vital in conflicts against Nod Offense Commanders, the Spartan's cannon is designed to punch through medium vehicle armor. Compared to other Tier 1 tanks,

the Spartan has significantly lower health, but it makes up for this by dropping its cannon upon its destruction, which essentially becomes an immobile turret that can rotate 360 degrees to track surrounding foes. The cannon turret can be repaired by utility units just like any other structure.

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Zone Raider



Type: Light infantry

Level Required: 6

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Heavy units and structures

Vulnerable To: Guns

Abilities: Sprint

Upgrades: Assault Packs, Medical Training

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Short	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
400	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	1	Slow/Fast	Short	Medium	Medium circular
Laser	No	--	Fast/Fast	Short	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Assault Packs	7	2	For select infantry; Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	9	2	Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building

Though protected only by light armor, these burly infantry units are armed to the teeth with powerful laser and blast weapons. Zone Raiders suffer from a lack of range, however; outfit them with Assault Packs so they can use their enhanced speed and Jump Jets ability to quickly close in on heavy units and enemy structures. Zone Raiders and Armadillos go hand in hand: The Armadillo can handle lighter threats while transporting its passengers close to enemy bases, where they can unload at full health to inflict widespread mayhem.



Armadillo



Type: Heavy vehicle

Level Required: 8

Tech Tier: 2

Build Time: 0:11

Command Points: 10

Strong Against: Light units

Vulnerable To: Lasers

Abilities: Garrison Infantry (3)

Upgrades: Reflective Dozer

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	400	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,300	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	--	None/Fast	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Reflective Dozer	15	3	Provides Reflective Dozer Blades for the Armadillo and Rhino, which have a chance to reflect weapons back at the attacker



The Armadillo is a crucial combat support unit to GDI's footsoldiers. Armed with a clip-free gun turret and capable of garrisoning up to three infantry units within its heavily armored hide, the Armadillo is designed to cut through lighter resistance as it rolls up to deploy fragile GDI infantry closer to the heat of battle. Units garrisoned in the Armadillo can fire out of openings in its sides, effectively making the Armadillo a customizable unit whose attack strength is enhanced by its passengers.

With high health and heavy armor, the Armadillo is difficult enough to destroy on its own. But when enhanced with the Reflective Dozer upgrade, the Armadillo gains the chance to reflect gun, cannon, and laser attacks aimed at its front, suffering no damage when such an attack is reflected successfully. This helps the Armadillo survive long enough to close in and deploy its troops even when advancing on a well-fortified enemy position. After dumping off its combatant cargo, use the Reverse Move order (⌫), then right-click) to safely retreat the Armadillo, returning to collect more troops.



Zone Captain



Type: Light infantry

Level Required: 12

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against: Structures

Vulnerable To: Guns

Abilities: Cliffjumping, Jump Jets, Sprint

Upgrades: Assault Packs, Medical Training

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium-long	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
750	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	--	Slow/Slow	Medium-long	Medium-high	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Assault Packs	7	2	For select infantry: Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	9	2	Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building

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Zone Captains are advanced infantry units capable of calling down powerful artillery bombardments from orbital GDI satellites. These artillery strikes inflict great damage on all enemy targets caught in the sizeable area of the blast, making them ideal at clearing out tight clusters of foes. The Zone Captain's high attack range allows it to annihilate base-assault units from the safety of Bunkers, and its excellent mobility makes the Zone Captain equally adept at charging the frontline, quickly boosting into and out of attack range with the use of its Jump Jets. In addition, when the Ion Cannon is in play, the Zone Captain's artillery strikes gain an EMP effect that shuts down enemy units for a brief period. Nod Commanders would be wise to use the Scatter command (F) and spread out their units when they see the telltale targeting laser that appears just moments before a Zone Captain's artillery strike is unleashed.



Rhino



Type: Heavy vehicle

Level Required: 14

Tech Tier: 3

Build Time: 0:15

Command Points: 12

Strong Against: Structures

Vulnerable To: Lasers

Abilities: Unpack (only fires when unpacked)

Upgrades: Backup Systems (Offense-class upgrade), Reflective Dozer

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium-long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,600	Heavy	No	No	Yes	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast (artillery cannon)	Yes	--	Medium/Medium	Medium-long	Medium circular	Medium
Blast (shockwave)	No	--	Fast/Fast	Medium-short	Medium circular (on self)	Medium

UPGRADES

Name	Level Required	Tech Tier	Description
Backup Systems (Offense-class upgrade)	14	3	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Reflective Dozer	15	3	Provides Reflective Dozer Blades for the Armadillo and Rhino, which have a chance to reflect weapons back at the attacker



The Rhino is the heaviest unit in GDI's Defense branch, designed to both defend GDI bases and obliterate those of Nod. It has no form of weaponry while traveling in mobile form, but enjoys high health, heavy armor, and the ability to have its front reinforced with the Reflective Dozer upgrade, which helps the slow-moving Rhino survive as it rolls into range.

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The Rhino must unpack before it can attack, which takes a only matter of seconds. Once unpacked, the Rhino is free to unleash its monstrous artillery cannon on distant units and structures, to devastating effect. In addition, unpacked Rhinos regularly emit a pulsating shockwave around themselves, which slows nearby enemies, reduces their ability to dodge, and deals moderate damage over time. These shockwaves are so powerful that they'll even force burrowed Nod forces to the surface.

Further adding to their value (particularly on the defensive side of things), Rhinos leave husks behind after being defeated, allowing you to instantly bring them back online by capturing their husks with Engineers. This makes Rhinos truly difficult to defeat when they're kept close to your Crawler. Always assign Rhinos an Engineer escort by using the Guard Stance order (select the Engineer, press **[G]**, then left-click the Rhino), and your Rhinos will always have the benefit of a comrade who can repair them and bring them back from the scrap heap.

Juggernaut

Type: Medium vehicle

Level Required: 18

Tech Tier: 3

Build Time: 0:09

Command Points: 6

Strong Against: Structures

Vulnerable To: Cannons

Abilities: –

Upgrades: Sticky Bombs



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
700	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast (artillery)	Yes	3	Slow/Fast	Long	Medium-high	Medium circular
Blast (Sticky Bombs upgrade)	Yes	3	Very long/Fast	Extra long	High	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Sticky Bombs	19	3	Allows the Juggernaut to launch a series of large, visible mines



The Juggernaut is a large bipedal walker armed with an imposing array of powerful, long-range artillery cannons. These units have been scaled down from the versions GDI employed in the third Tiberium War, featuring medium armor that affords them a low CP cost and slightly faster movement speed at a cost of defense. However, with the highest attack range of all GDI units, Juggernauts rarely need to mix things up near the frontline—their victims should suffer the brunt of their attacks without ever knowing where they hailed from.



When enhanced with the Sticky Bombs upgrade, Juggernauts can launch volleys of lethal, spike-covered bombs that detonate when hostiles move too close, inflicting extreme and widespread damage. These bombs can be attacked by wary foes and will explode after suffering enough damage. It's therefore best to launch Sticky Bombs directly at enemy units, or lob them near sites you wish to prevent your rival from seizing (such as Tiberium Crystal spawn sites), forcing them to contend with the bombs, or perhaps even defeating their units outright if they issue a careless move order without first surveying their units' destination.

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Accuracy Boost	Passive Upgrade	1	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	Passive Upgrade	2	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	Passive Upgrade	4	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	Passive Upgrade	5	1	0:00	1	Increases the movement speed of all Tier 1 units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Assault Packs	Infantry Upgrade	7	2	0:00	1	For select infantry: Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	Infantry Upgrade	9	2	0:00	1	Provides all infantry with Medical Training, which increases their health (by 75) and heals them when garrisoned in a vehicle or building
Enhanced Repairs	Utility Upgrade	10	2	0:00	1	Increases the repair speed of the GDI Dozer, and increases the repair radius and amount repaired by the Defense MCV
Defensive Matrix	MCV Upgrade	11	2	0:00	1	Creates a Defensive Shield (1,000) in a large radius around the MCV when it is unpacked
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Enhanced Shields	Structure Upgrade	13	3	0:00	1	Increases the shield health and regeneration of the MCV (by 1,000), Crystal Shield (by 750), Tunnel (by 750), and Outpost (by 300)
Reflective Dozer	Vehicle Upgrade	15	3	0:00	1	Provides Reflective Dozer Blades for the Armadillo and Rhino, which have a chance to reflect weapons back at the attacker
Sticky Bombs	Juggernaut Upgrade	19	3	0:00	1	Allows the Juggernaut to launch a series of large, visible mines
Mobility Matrix	MCV Upgrade	20	3	0:00	1	Creates a Defensive Shield (1,000) in a large radius around the MCV when it is mobile

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Tier 1 Tech

Type: Tech upgrade

Prerequisites: None

Build Time: –

Upgrade Points: –

All Crawlers begin with the Tier 1 Tech upgrade already purchased. This upgrade makes Tier 1 units and upgrades available for production.

Accuracy Boost



Type: Passive upgrade

Level Required: 1

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

Once purchased, this upgrade permanently increases the chance to hit by 50 percent for Tier 1 units armed with cannons or rockets. In addition, rockets will no longer miss when fired against moving targets, and cannons will no longer miss when fired while your units are on the move. This is a must-have upgrade if you plan to use lots of anti-medium or anti-air units, such as the Zone Defender, Zone Trooper, and Spartan Tank.

Range Boost



Type: Passive upgrade

Level Required: 2

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade increases the weapon and vision range of all Tier 1 units, allowing them to sight and fire on enemies from greater distances. This is especially useful to the Defense class's many infantry units, helping them assail inbound attackers from range while holed up inside Bunkers and the like.

Refire Boost



Type: Passive upgrade

Level Required: 4

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade decreases the reload or recharge time of all Tier 1 gun and laser units, effectively causing them to attack more often. A fantastic early upgrade when rushing Defense-class enemies, whose initial defenses primarily consist of light infantry and heavy structures—prime targets for guns and lasers.

Speed Boost



Type: Passive upgrade

Level Required: 5

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade increases the movement speed of all Tier 1 units, helping your light and medium forces traverse the battlefield with greater speed.

An important upgrade for the Defense class, which suffers from a lack of speed but relies on capturing and holding key regions of the battlefield before their rival can muster groups of powerful units. This upgrade's effect can be even further enhanced when paired with the Assault Packs upgrade, which also enhances the speed of GDI's Defense infantry.

Tier 2 Tech



Type: Tech upgrade

Level Required: 5

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 5

This upgrade unlocks Tier 2 units and technologies, making them available for production. Purchase this upgrade when you're ready to "tech up" and access more advanced units and technologies. This upgrade also adds a top-mounted artillery turret to GDI's Defense Crawler, helping it punish ground assault groups.

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Assault Packs



Type: Infantry upgrade

Level Required: 7

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

The Assault Packs upgrade is a bargain, enhancing the speed of all GDI Defense infantry. The upgrade further adds to their mobility by granting GDI infantry the Cliffjumping ability and the use of Jump Jets, which help them scale plateaus, cross fissures, and boost into and out of attack range. Combined with the Speed Boost, this upgrade transforms all GDI Defense infantry into fast and capable scouts that can quickly spread out to capture structures and secure Tiberium Crystals.

Medical Training



Type: Infantry upgrade

Level Required: 9

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once researched, this upgrade increases the health of all GDI Defense infantry by 75 points and causes them to recover health over time while garrisoned inside Bunkers, Armadillos, or any garrisonable map structure. A highly valuable upgrade that pays dividends throughout a battle, prolonging the lifespan of GDI's fragile infantry, and freeing up Engineers and Dozers to focus on vehicle and structure repair.

Enhanced Repairs



Type: Utility upgrade

Level Required: 10

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

This worthy upgrade significantly increases the speed at which Engineers, Dozers, and the unpacked GDI Defense Crawler can repair units and structures. Purchase this upgrade to keep your valuable units and structures in good repair as they hold vital grounds.

Defensive Matrix



Type: MCV upgrade

Level Required: 11

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once outfitted with this valuable upgrade, the GDI's Defense Crawler gains a powerful shield (1,000) while unpacked, helping it protect its units and itself from harm. All shields recharge over time, even if they're completely brought down by enemy fire, so this upgrade is sure to pay dividends throughout a conflict.

Tier 3 Tech



Type: Tech upgrade

Level Required: 12

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 7

This upgrade unlocks Tier 3 units and technologies, making them available for production. Invest in this upgrade to gain access to your faction's most advanced units and technologies. The Tier 3 Tech upgrade also greatly enhances the Defense Crawler's artillery cannon, increasing its attack range, damage, and the blast area of each shell that strikes the earth.

Enhanced Shields



Type: Structure upgrade

Level Required: 13

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Shields are a key advantage of the Defense class, and this upgrade enhances all of them. Once purchased, this upgrade doubles the shield strength of the Defense MCV, Crystal Shield, and upgraded Outpost, and increases the shield strength of the upgraded Tunnel by 150 percent. Because shields naturally recharge over time, this is one of the most valuable upgrades that can be purchased—especially when combined with Enhanced Repairs.

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Reflective Dozer



Type: Vehicle upgrade

Level Required: 15

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Reflective Dozer upgrade enhances the defensive abilities of the Armadillo and Rhino by outfitting them with an advanced front panel that grants them a chance to reflect gun, cannon, and laser attacks. Any attack that is reflected deals no damage to the unit. These reflective panels only cover the front of these units, intended to help them advance into hostile ground without suffering too much harm. It's therefore important to use the Reverse Move order (D, then left-click) when retreating Armadillos and Rhinos so that their reflective front panels are kept facing toward the enemy.

Sticky Bombs



Type: Juggernaut upgrade

Level Required: 19

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

This fun upgrade gives all Juggernauts a secondary fire ability, allowing them to launch a spread of three Sticky Bombs a good distance ahead of them. These powerful bombs detonate whenever a hostile moves too close, inflicting great damage in a wide area. Sticky Bombs are visible to enemy forces, however, and they can be attacked to make them detonate prematurely. It's therefore best to launch Sticky Bombs directly into groups of enemy units or at critical sites you don't want them to access, such as Tiberium Crystal spawn sites. Because of their high damage output and the Juggernaut's low CP cost, Sticky Bombs can be used to great effect by skilled and creative Commanders.

Mobility Matrix



Type: MCV Upgrade

Level Required: 20

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Mobility Matrix expands on the Defense Matrix, granting GDI's Defense Crawler the ability to keep up its shield while mobile. This does not create two independent shields; they're one and the same. You also do not need to purchase the Defense Matrix first in order to benefit from the Mobility Matrix; you can purchase the Mobility Matrix first if you like, granting your Crawler some extra protection when it's forced to pack up and retreat.

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Name	Type	Level Required	Tech Tier	Build Time	Power Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Bunker	Garrisonable Structure	1	1	0:10	6	700	--	Heavy	Garrison Infantry (3)	Reinforce (Bunker)
Outpost Enhanced Shields	Expansion Structure	2	1	0:10	3	300	--	Heavy	Provides build radius, vision, and stealth detection	Comm. Tower, Shield Generator, (for Dozer)
Guardian Cannon	Defense Turret	3	1	0:15	6	500	Cannon	Heavy	Shock Shells (slows enemies, passive)	Reinforce (Guardian Cannon)
Missile Turret	Defense Turret	4	1	0:15	6	450	Rocket	Heavy	Patriot System (links with nearby turrets, passive)	Reinforce (Missile Turret)
Tunnel	Transport Structure	5	2	0:10	2	600	--	Reinforced	Light and Medium units instantly travel between tunnels	Enhanced Shields, Expand Network
Focus Beam	Defense Turret	7	2	0:20	10	750	Laser	Reinforced	Damage increases while continuing to target one enemy	Armor Up
Falcon MLRS	Defense Turret	10	2	0:20	10	750	Rocket	Reinforced	Patriot System (links with nearby turrets, passive), Rocket Barrage	Sonic Rockets
Crystal Shield	Defense Turret	16	3	0:20	10	500 (750 Shields)	--	Reinforced	Crystal Shield, Stasis Field	Enhanced Shields
Skystrike Artillery	Defense Turret	17	3	0:25	12	900	Blast	Reinforced	Long attack range, minimum attack radius	--
Ion Cannon	Superweapon	20	3	0:30	15	1,125	--	Reinforced	Ion Cannon Strike	--

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Bunker

Type: Garrisonable structure

Level Required: 1

Tech Tier: 1

Build Time: 0:10

Power Points: 6

Strong Against: –

Vulnerable To: Lasers

Abilities: Garrison Infantry (3)

Upgrades: Reinforce (Bunker)



RECONNAISSANCE STATS

Vision Detector

Medium No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
700	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun (requires Reinforce [Bunker] upgrade)	Yes	--	None/fast	Medium	None	--

STRUCTURE UPGRADES

Name	Build Time	Power Points	Description
Reinforce (Bunker)	0:08	1	Grants a large machine gun and upgrades armor from heavy to reinforced



inbound hostiles. Even if an enemy force manages to destroy a Bunker with concentrated laser attacks, they may find their weaponry largely ineffective against the lightly armored troops that spill out of the Bunker after its destruction, none the worse for wear.



when blast weaponry is difficult to come by. Upgraded Bunkers gain a top-mounted, clip-free gun turret that's quite effective at repelling the light foes that are so commonly encountered in the early stages of war.

With the combined benefits of helping repel light enemies and giving GDI infantry a place to hole up—all at a low PP cost—Bunkers are extremely valuable and worthy defense structures that wise Defense Commanders will use to great effect.

Bunkers are vital defense structures designed to prolong the lifespan of fragile GDI infantry by affording them a place to hole up and take cover. Each Bunker can hold up to three infantry units, sheltering them from all harm while allowing them to fire freely on

For the bargain price of just one additional Power Point, any Bunker can be enhanced with the Reinforce (Bunker) structure upgrade, improving their armor from heavy to reinforced. Reinforced Bunkers are far more difficult to destroy, particularly in the early stages of a battle

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Outpost

Type: Expansion structure

Level Required: 2 (for Dozer)

Tech Tier: 1

Build Time: 0:10

Power Points: 3

Strong Against: --

Vulnerable To: Lasers

Abilities: Provides build radius, vision, and stealth detection

Upgrades: Comm. Tower, Shield Generator, Enhanced Shields



RECONNAISSANCE STATS

Vision	Detector
Medium	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
300	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
--	--	--	--/--	--	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Enhanced Shields	13 3		Increases the shield health and regeneration of the MCV (by 1,000), Crystal Shield (by 750), Tunnel (by 750), and Outpost (by 300)

STRUCTURE UPGRADES

Name	Build Time	Power Points	Description
Comm. Tower	0:05	1	Add a Comm. Tower to the Outpost, increasing vision range, stealth detection range, and build radius
Shield Generator	0:10	1	Adds a moderately sized crystal shield (600), which must be destroyed or entered before the units inside can be attacked; units inside can fire out



radius; this is because Outposts themselves provide a generous build radius for Defense Commanders to utilize.

A key Defense-class strategy involves sending Dozers to build Outposts at vital regions of the map early on. This allows Defense Commanders to deploy turrets and the like at these critical sites from clear across the battlefield, without having to advance and unpack their Crawler. Outposts are therefore extremely useful for locking down key regions before the enemy can muster significant counter-forces. Because Outposts also detect stealth, Nod forces won't be able to simply sneak into Outposts.



Outposts can be upgraded in a number of ways to enhance their value. The Comm. Tower structure upgrade increases an Outpost's build radius, vision range, and stealth detection, all of which can be quite useful when combating stealthy Nod Commanders. The Shield

Generator structure upgrade is fantastic, granting an extra bubble of protection to the Outpost, which suffers from a low maximum health. Purchase the Tier 3 Enhanced Shields upgrade to double the strength of all your Outposts' shields and significantly increase their regeneration rate, making them even more difficult to destroy.

Enemies are certain to target your Outposts, aiming to hamper your ability to dig in to vital areas. After erecting an Outpost, have the Dozer that built it guard the structure (Ⓢ), then left-click the Outpost) to ensure the Outpost receives immediate repairs the moment it takes any damage. You may also wish to place your defense turrets close by your Outposts, at least in the early stages of a battle, so that the turrets may benefit from the structure's shields after the Shield Generator structure upgrade is purchased.

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Guardian Cannon



Type: Defense turret

Level Required: 3

Tech Tier: 1

Build Time: 0:15

Power Points: 6

Strong Against: Medium vehicles

Vulnerable To: Lasers

Abilities: Shock Shells (slows enemies, passive)

Upgrades: Reinforce (Guardian Cannon)

RECONNAISSANCE STATS

Vision Detector

Medium-long No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

500 Heavy No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Cannon Yes -- Medium/Medium Medium-long Medium None

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Reinforce (Guardian Cannon) 0:10 1 Gains additional health (150), upgrades the cannon to sonic shells that do area damage and slow enemies, and upgrades armor from heavy to reinforced



the defense of enemies they strike. It's wise to keep a number of these powerful turrets queued up during the early stages of each battle so you can quickly place them around your Crawler and Outposts the moment they're assembled.



When the chance permits and no enemies are about, improve your Guardian Cannons by spending a single Power Point to purchase the Reinforce (Guardian Cannon) upgrade for each one. This adds 150 points to their health, upgrades their armor from heavy to reinforced, and also upgrades their shock shells to sonic shells that explode in a small circular area to damage, slow, and reduce the defense of all enemies caught in the blast. Upgraded Guardian Cannons are vastly superior to their standard form and will serve you much better in holding a region throughout the early to mid-stages of a battle.

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Missile Turret

Type: Defense turret

Level Required: 4

Tech Tier: 1

Build Time: 0:15

Power Points: 6

Strong Against: Aircraft

Vulnerable To: Lasers

Abilities: Patriot System (links with nearby turrets, passive)

Upgrades: Reinforce (Missile Turret)



RECONNAISSANCE STATS

Vision **Detector**

Medium No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

450 Heavy No No No No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	Yes	Medium	Medium/medium	Medium	Medium	Small circular

STRUCTURE UPGRADES

Name	Build Time	Power Points	Description
Reinforce (Missile Turret)	0:10	1	Grants additional range, vision, hit points (100), and upgrades armor from heavy to reinforced



easily countered by Support Commanders—Missile Turrets are sure to serve you better. Missile Turrets are also linked into GDI's Patriot System, a technology that passively allows all Patriot System defense turrets placed next to each other to share each other's vision and fire on remote enemies that normally would be out of range.



Missile Turret and ensures greater effectiveness in repelling threats on land and in the sky.

When faced with a Support-class rival, favor Missile Turrets over Guardian Cannons. Missile Turrets pack less of a punch against ground forces, but their rockets are deadly to light and medium aircraft. Guardian Cannons cannot fire on airborne threats, so they're

Be sure to enhance your Missile Turrets with the Reinforce (Missile Turret) upgrade to expand their vision and attack range, add 100 points to their health, and improve their armor from heavy to reinforced. This costs only one Power Point per

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Tunnel

Type: Transportation structure

Level Required: 5

Tech Tier: 2

Build Time: 0:10

Power Points: 2

Strong Against: –

Vulnerable To: Blasts

Abilities: Light and medium

units instantly travel between tunnels

Upgrades: Enhanced Shields, Expand Network



RECONNAISSANCE STATS

Vision **Detector**

400 No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

600 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

-- -- -- --/-- -- --

UPGRADES

Name **Level Required** **Tech Tier** **Description**

Enhanced Shields 13 3 Increases the shield health and regeneration of the MCV (by 1,000), Crystal Shield (by 750), Tunnel (by 750), and Outpost (by 300)

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Expand Network Tunnel Upgrade 0:10 1 Gains additional health (200), allows the transport of heavy units, and provides a shield (500)



Tunnels are handy structures that allow rapid troop movement between any two areas of a battlefield. After you've built and fortified an Outpost with some defense turrets, consider building a Tunnel somewhere nearby, and another one back near your Crawler. Once both Tunnels are in place, you'll be able to send light and medium units through the Tunnels, quickly moving troops from your Crawler to your Outpost (and back again, if need be), helping you reinforce either position quickly.



The Expand Network structure upgrade greatly enhances Tunnels, increasing their health by 200 points and providing a sturdy 500-point shield that recharges over time if damaged or brought down. It also allows heavy units such as Armadillos and Rhinos to travel through the Tunnels, which comes in handy as the battle wages on. Don't wait until you unlock heavy units to purchase the Expand Network structure upgrade, however—the added health and shields are worthwhile on their own. Later, the Tunnels' shields can be fortified with the Tier 3 Enhanced Shields upgrade, which adds 750 points to every Tunnel's shield.

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Focus Beam

Type: Defense turret

Level Required: 7

Tech Tier: 2

Build Time: 0:20

Power Points: 10

Strong Against: Heavy units and structures

Vulnerable To: Blasts

Abilities: Damage increases while continuing to target one enemy

Upgrades: Armor Up



RECONNAISSANCE STATS

Vision Detector

Medium-long No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

750 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Laser Yes -- Medium/Fast Medium-long Medium to high (after sustained attack) Line

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Armor Up 0:15 1 Gains the "Armor Up" special ability and additional health (250)



Focus Beams are advanced laser defense turrets designed to repel heavy units that often pose great risk to GDI defenses. As their name implies, the weapon's attack is a focused laser beam that continually punishes a single target, dealing significant damage over time. As the beam continues to fire on the same target, its damage output steadily increases, dealing faster and faster damage over time. Nothing can withstand the ever-mounting fury of a Focus Beam's laser for long.



A single Power Point can be spent to enhance any Focus Beam with the Armor Up structure upgrade. Once upgraded, a Focus Beam gains 250 health points, along with the Armor Up ability, a toggle mode that covers the Focus Beam in extra armor when activated, shutting down its laser in favor of improved defense. While set to Armor Up mode, Focus Beams also damage, slow, and reduce the chance to dodge of surrounding enemies—very useful when heavy threats have been dealt with but lighter hostiles still swarm.

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Falcon MLRS



Type: Defense turret

Level Required: 10

Tech Tier: 2

Build Time: 0:20

Power Points: 10

Strong Against: Aircraft

Vulnerable To: Blasts

Abilities: Patriot System (links with nearby turrets, passive), Rocket Barrage

Upgrades: Sonic Rockets

RECONNAISSANCE STATS

Vision **Detector**

Medium-long No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

750 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Rockets Yes Large Medium/Medium Medium-long Medium Small circular (medium circular during Rocket Barrage)

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Sonic Rockets 0:15 1 Gains additional health (300), and upgrades all rockets to sonic rockets that do area-of-effect damage and slow enemies



vision and attack range of other nearby Patriot System defenses.

Adding to its versatility, the Falcon MLRS is also capable of executing Rocket Barrages against ground forces, effectively allowing the Falcon to double as an artillery platform. However, because the Rocket Barrage is a targeted ability, some micro-management is involved in its employment—the Falcon will not use this ability unless directed to do so.



the Falcon MLRS and causes its rockets to slow anything caught in their blasts. A very worthy upgrade that makes the Falcon equally effective against heavy targets and clusters of lighter foes.

The Falcon MLRS is GDI's advanced anti-air rocket platform. It sports a longer attack range than the Tier 1 Missile Turret and its rocket volleys are lethal to anything that flies. Like the Missile Turret, the Falcon MLRS is linked into the Patriot System, allowing it to share the

Though the Falcon MLRS's standard rockets explode to damage everything in a small area, the size of the impact explosion can be increased by spending a Power Point to purchase the Sonic Rockets structure upgrade. This upgrade also adds 300 health points to

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Crystal Shield

Type: Defense shield

Level Required: 16

Tech Tier: 3

Build Time: 0:20

Power Points: 10

Strong Against: –

Vulnerable To: Blasts

Abilities: Crystal Shield, Stasis Field

Upgrades: Enhanced Shields



RECONNAISSANCE STATS

Vision	Detector
400	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
500 (750 shields)	Reinforced	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
--	--	--	--/--	--	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Enhanced Shields	13	3	Increases the shield health and regeneration of the MCV (by 1,000), Crystal Shield (by 750), Tunnel (by 750), and Outpost (by 300)



Crystal Shields are weaponless defense platforms that sustain a good size, 750-point bubble shield around themselves. Place Crystal Shields near vital structures to provide advanced protection, and shuffle units into the shield bubble to fortify them, as well.

When a devastating attack is imminent, activate the Stasis Field ability to briefly transform the Crystal Shield's protective bubble into an invulnerable force field that cannot be penetrated. All units and structures within the shield are completely protected from harm, even if

the strength of forthcoming attacks would be enough to bring down the Crystal Shield and destroy the units and structures it was guarding. While the Stasis Field is active, all units and structures under its guard are unable to act—but sometimes this is a welcome trade-off when a devastating Support Power or Superweapon strike is about to be unleashed.

Crystal Shields have no independent structure upgrades, but they can benefit from the Tier 3 Enhanced Shields upgrade, which doubles the strength of their standard shields and causes them to regenerate faster than normal. The color and intensity of Crystal Shields changes after being upgraded.



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Skystrike Artillery

Type: Defense turret

Level Required: 16

Tech Tier: 3

Build Time: 0:25

Power Points: 12

Strong Against: Structures

Vulnerable To: Blasts

Abilities: Long attack range, minimum attack radius
Upgrades: –



RECONNAISSANCE STATS

Vision **Detector**

Long No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

900 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Blast Yes -- Slow/Slow Very long High Medium circular



Skystrike Artillery are advanced yet straightforward GDI defense platforms that deliver high-yield blast volleys to annihilate enemy ground forces. These turrets cannot attack aircraft but are lethal to anything that hovers or moves on land. The Skystrike Artillery's attack range

is somewhat greater than its vision, so forward "spotter" units or turrets are needed to help the weapon achieve full effectiveness.

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Ion Cannon

Type: Superweapon

Level Required: 20

Tech Tier: 3

Build Time: 0:30

Power Points: 15

Strong Against: Structures

Vulnerable To: Blasts

Abilities: Ion Cannon Strike

Upgrades: –



RECONNAISSANCE STATS

Vision	Detector
400	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,125	Reinforced	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	1	Very slow/Very slow	Infinite	High	Large circular



build up even more energy, shown visually by a progress bar beneath the structure's health. When this bar is full, the full wrath of GDI's Ion Cannon can be brought to bear. Nod Commanders would be wise to scatter their forces (F) when they see the telltale targeting laser of an imminent Ion Cannon strike.



Any blast from the Ion Cannon will inflict heavy damage in a good-size area and EMP all hostiles caught in the blast; however, the effectiveness does vary depending on how long the Ion Cannon is allowed to charge. Firing straight away will have somewhat disappointing results, while allowing the cannon to charge will result in more damage and a longer EMP duration across a greater area. A fully charged Ion Cannon strike is capable of leveling an entire enemy base and crippling even the sturdiest Crawler.



Left alone, Ion Cannons will do nothing except charge up their next attack—you must direct the Ion Cannon to fire. Simply activate its Ion Cannon Strike ability and then target an area to annihilate, then watch the fireworks. The Ion Cannon can fire into shroud, so you don't necessarily have to see your enemies to obliterate them (though it helps). Because the Ion Cannon is so formidable, only one of these Superweapons can be active on the field for each GDI Defense Commander.

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GDI DEFENSE STRUCTURE UPGRADES

Structure upgrades are different from normal upgrades. Instead of purchasing them through the Crawler with Upgrade Points, structure upgrades are simply researched at the structure itself. All structure upgrades add one Power Point to the cost of their structures' upkeep, which makes them a highly efficient way for GDI Defense Commanders to bolster their defenses.

GDI DEFENSE STRUCTURE UPGRADES

Name	Type	Build Time	Power Points	Description
Reinforce (Bunker)	Bunker Upgrade	0:08	1	Grants a large machine gun and upgrades armor from heavy to reinforced
Comm. Tower	Outpost Upgrade	0:05	1	Add a Comm. Tower to the Outpost, increasing vision range, stealth detection range, and build radius
Shield Generator	Outpost Upgrade	0:10	1	Adds a moderately sized Crystal Shield (300), which must be destroyed or entered before the units inside can be attacked; units inside can fire out
Reinforce (Guardian Cannon)	Guardian Cannon Upgrade	0:10	1	Gains additional health (150), upgrades the cannon to sonic shells that do area damage and slow enemies, and upgrades armor from heavy to reinforced
Reinforce (Missile Turret)	Missile Turret Upgrade	0:10	1	Grants additional range, vision, hit points (100), and upgrades armor from heavy to reinforced
Expand Network	Tunnel Upgrade	0:10	1	Gains additional health (200), allows the transport of heavy units, and provides a shield (500)
Armor Up	Focus Beam Upgrade	0:15	1	Gains the "Armor Up" special ability and additional health (250)
Sonic Rockets	Falcon MLRS Upgrade	0:15	1	Gains additional health (300), and upgrades all rockets to sonic rockets that do area-of-effect damage and slow enemies

Reinforce (Bunker)

Type: Bunker upgrade

Build Time: 0:10

Power Points: 1

For the bargain price of just one additional Power Point, any Bunker can be enhanced with the Reinforce (Bunker) structure upgrade, improving its armor from heavy to reinforced. Reinforced Bunkers are far more difficult to destroy, particularly in the early stages of a battle when blast weaponry is difficult to come by. Upgraded Bunkers gain a top-mounted, clip-free gun turret that's quite effective at repelling the light foes that are so commonly encountered in the early stages of war.

Comm. Tower

Type: Outpost upgrade

Build Time: 0:05

Power Points: 1

The Comm. Tower structure upgrade increases an Outpost's build radius, vision range, and stealth detection, which can be quite useful when combating stealthy Nod Commanders. If two vital sites you wish to defend

stand close to one another, consider building an Outpost right between them and then purchasing this upgrade to expand the Outpost's build radius so you can place defenses at both sites using a single Outpost.

Shield Generator

Type: Outpost upgrade

Build Time: 0:10

Power Points: 1

The Shield Generator structure upgrade is vital to fragile Outposts, granting them an extra bubble of protection that automatically recharges over time if damaged or brought down. Purchase the Tier 3 Enhanced Shields upgrade later in the match to double the strength of all your Outposts' shields and significantly increase their regeneration rate, making them even more difficult to destroy.

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Reinforce (Guardian Cannon)

Type: Guardian Cannon upgrade

Build Time: 0:10

Power Points: 1

When no enemies are about, improve your Guardian Cannons by spending a single Power Point to purchase the Reinforce (Guardian Cannon) upgrade for each one. This adds 150 points to their health, upgrades their armor from heavy to reinforced, and upgrades their shock shells to sonic shells that explode in a small circular area to damage, slow, and reduce the defense of all enemies caught in the blast. Upgraded Guardian Cannons are vastly superior to their standard form and will serve you much better in holding a region throughout the early to mid-stages of a battle.

Reinforce (Missile Turret)

Type: Missile Turret upgrade

Build Time: 0:10

Power Points: 1

When facing Nod Support Crawlers, be sure to enhance your Missile Turrets with the Reinforce (Missile Turret) upgrade, which expands their vision and attack range, adds 100 points to their health, and upgrades their armor from heavy to reinforced. This costs only one Power Point per Missile Turret and ensures greater effectiveness in repelling threats on land and in the sky.

Expand Network

Type: Tunnel upgrade

Build Time: 0:10

Power Points: 1

The Expand Network structure upgrade greatly enhances Tunnels, increasing their health by 200 points and providing a sturdy 500-point shield that recharges over time if damaged or brought down. It also allows heavy units such as Armadillos and Rhinos to travel through the Tunnels, which comes in handy as the battle wages on. Don't wait until you unlock heavy units to purchase the Expand Network structure upgrade, however—the added health and shields are worthwhile on their own. Later, the Tunnels' shields can be fortified with the Tier 3 Enhanced Shields upgrade, which adds 750 points to every Tunnel's shield.

Armor Up

Type: Focus Beam upgrade

Build Time: 0:15

Power Points: 1

A single Power Point can be spent to enhance any Focus Beam with the Armor Up structure upgrade. Once upgraded, a Focus Beam gains 250 health points, along with the Armor Up ability, a toggle mode that covers the Focus Beam in extra armor when activated, shutting down its laser in favor of improved defense. While set to Armor Up mode, Focus Beams also damage, slow, and reduce the chance to dodge of surrounding enemies—very useful when heavy threats have been dealt with but lighter hostiles still swarm.

Sonic Rockets

Type: Falcon MLRS upgrade

Build Time: 0:15

Power Points: 1

The Falcon MLRS's standard rockets explode to damage everything in a small area, but the size of their impact explosion can be increased by spending a Power Point to purchase the Sonic Rockets structure upgrade. This upgrade also adds 300 health points to the Falcon MLRS and causes its rockets to slow anything caught in their blasts. A very worthy upgrade that makes the Falcon MLRS equally effective against heavy targets and clusters of lighter foes.

PLAYING GDI'S DEFENSE CLASS

With the ability to produce units and structures from two separate Crawler production queues, GDI's Defense branch excels at flooding the field with their forces and locking down vital sites, denying their rivals access to critical structures and Tiberium Crystals. Significant multitasking is required for GDI Defense Commanders to truly shine. GDI's Defense class suffers from a lack of early speed and mobility, so coordinated expansion efforts are key. Seasoned Nod adversaries will realize the importance of nipping GDI's Defense Crawler expansion efforts in the bud.

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Securing vital ground early in a conflict is paramount for GDI Defense Commanders, and Outpost-building Dozers are a major part of this effort. Depending on how comfortable you are with multitasking, queue up one or more Dozers at the start of battle, along with a number of Guardian Cannons (or Missile Turrets if you suspect you might be facing a Support-class rival). Issue your Dozer the Build Outpost command (Z), targeting a vital map area that's not too close to your rival's Deploy Zone, such as a remote blue Tiberium Crystal spawn site or the lone TCN Node that stands in neutral ground. The more you play each map, the more you'll realize which sites are the most hotly contested—and which areas are the most important to claim from the start.

While your Dozer is under way, roll your MCV to a different highly contested region of the map, queuing up your choice of combat units while the Crawler is en route. Unpack and deploy your combat units, possibly placing a defense turret or Bunker near your MCV within range of its repair zone if your Dozer has yet to build its Outpost.

CAUTION

Outposts are fragile and easy prey; Crawlers are not. Have your Crawler lock down the most hotly contested area of each map while your Dozer moves to secure an equally vital but less-dangerous site.



The moment your Dozer reaches its destination, immediately order it to build an Outpost. These take 10 seconds to construct and provide a significant build radius once in place. Select the Outpost the moment it's built and upgrade it with the Shield Generator structure upgrade, placing a defense turret close to the Outpost so it can benefit from the Outpost's forthcoming shield. Keep the Dozer close by, issuing it the Guard Stance order (G) and then left-clicking the Outpost to ensure the Dozer patches it up should it take any damage.

TIP

If you're feeling frisky, move your Dozer away from the Outpost after its shield is up, steering the Dozer elsewhere to establish a second Outpost at another key region or simply to capture a neutral structure or collect a Tiberium Crystal. This is a risky but potentially rewarding maneuver that can be disastrous if your rival is quick to move against your initial Outpost.



With your MCV unpacked and your Outpost up and running, begin fortifying both positions simultaneously with units and structures. Units must travel to the Outpost, which takes time, so don't bother sending any at first. Keep your troops near your Crawler instead,

and fortify your Outpost by placing defense turrets all around it, within range of its shield. If light units are giving your Outpost grief, build Bunkers and upgrade them with the Reinforce (Bunker) structure upgrade to add an anti-light machine gun turret to the top of the Bunker. When a chance permits, begin fanning your infantry out to secure map structures, Tiberium Crystals, and TCN Nodes.

TIP

GDI's Defense class benefits greatly from the Speed Boost upgrade. It's usually wise to spend your very first Upgrade Point on it.

As always, once you've identified your rival's Crawler class, begin producing units and defense structures that will counter the class's most common forms of units. Favor Spartans and Guardian Cannons when pitted against Offense-class enemies, Zone Defenders and Missile Turrets when facing Support-class adversaries, and Zone Enforcers and upgraded Bunkers when your rival mirrors your own Defense class.

Once you've managed to lock down vital areas of the battlefield, your enemies will have a very difficult time gaining any momentum. Denying your rivals access to Tiberium Crystals is a surefire way to tip the odds in your favor because it reduces their inflow of UPs to a trickle while allowing you to upgrade your forces and access advanced units and defenses in a hurry. Just sit tight and hold at least three of those TCN Nodes as you tech up, eventually gaining access to your most powerful defense units and structures, including the mighty Ion Cannon.

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COMBATTING GDI'S DEFENSE CLASS

GDI's Defense branch relies on rapidly securing vital territory, denying their enemies access to the benefits of key neutral structures and Tiberium Crystals. Once entrenched, Defense Commanders are incredibly difficult to deal with—yet they must multitask and micro-manage heavily throughout each battle to succeed, for controlling just one crucial site won't be enough to win them the war. The primary way to defeat GDI Defense Commanders is to frustrate them with speed and pressure.

With the exception of Spartan Tanks, GDI's Defense Crawlers can produce only light units and heavy defense structures at the onset of battle. Counter them with waves of light gun and laser forces. Speed is key; you cannot allow a Defense Commander to establish a foothold at critical sites, especially blue Tiberium Crystal spawn sites. Expect them to go after such areas and immediately dispatch small, fast groups of light gun and laser units that can reach these sites first, undoing GDI's expansion efforts before they even begin. These same light units will serve you well in conquering the battlefield: Spread them out quickly to secure crucial structures and claim Tiberium Crystals, aggravating your rival by exposing their lack of speed. Continue outmaneuvering GDI Defense Commanders with speed and numbers throughout the battle, rapidly fanning out to secure vital areas with the intent of dispiriting your adversary and denying them the chance to breathe.

CAUTION

If you're playing Nod's Support class, beware of GDI's Patriot System, which links their neighboring rocket turrets together, allowing them all to share each other's vision and attack range. If one GDI rocket turret can target your units, then all of them can! It takes a moment for more distant Patriot System turrets to activate and begin firing on units sighted by closer turrets; exploit this delay and consider retreating your forces if GDI has established a formidable Patriot System network, devising an alternative attack scheme that may serve you better.

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GDI—Support Class

GDI's Support branch focuses on unit synergy. Their strength comes from enhancing their units' combat prowess and weakening the power and effectiveness of their rivals' units. It's the only GDI class capable of deploying aircraft, which lends Support Commanders the advantage in battlefield scouting and unexpected attacks. GDI's Support branch is also the only one capable of unleashing Support Powers, which have a variety of special effects, such as healing and strengthening GDI's forces, and damaging and

weakening the armies of Nod. However, with only a handful of ground units at their disposal, GDI's Support class must be played with skill to successfully capture and hold territory.

GDI SUPPORT UNITS

Medium and heavy aircraft units make up the bulk of GDI's Support branch. All aircraft have a natural immunity to cannons, which can only target ground units. As a trade-off, all aircraft suffer extra damage from rockets and are unable to capture battlefield structures.

GDI SUPPORT UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health Points	Attack Type	Armor Type	Abilities	Upgrades
Support MCV	MCV Aircraft	1	1	--	--	2,000	Repair Radius	Heavy	Creates units, researches upgrades, and directs Support Powers A new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Advanced Thrusters, Charged Capacitors
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Hurricane	Medium Aircraft	1	1	0:09	6	600	Gun	Medium Aircraft	Attach Sensor Pod (detects stealth, decreases armor)	Range Boost, Refire Boost, Speed Boost
Orca	Medium Aircraft	1	1	0:09	6	600	Rocket	Medium Aircraft	--	Accuracy Boost, Range Boost, Speed Boost
Sheppard	Medium Vehicle	1	1	0:09	6	700	Cannon	Medium	Increases chance to dodge of nearby allies	Accuracy Boost, Range Boost, Speed Boost
Spanner	Utility Aircraft	3	1	0:07	3	200	Repair Beam	Light	Repair, Stealth Detection, System Restore	Range Boost, Speed Boost, Weapon Dampeners
Paladin	Medium Aircraft	5	2	0:09	6	650	Laser	Medium Aircraft	Anti-Rocket Mode	Refire Boost
Hammerhead	Heavy Aircraft	6	2	0:11	10	1,000	Gun, Rocket	Heavy	Passively increases the rate of fire of nearby allies	Berzerker Engine
Firehawk	Medium Aircraft	8	2	0:09	6	300	Blast, Rocket	Medium Aircraft	Supersonic Thrusters	--
Conductor	Utility Vehicle	9	2	0:09	6	450	--	Medium	Cliffjumping, EMP Grenades, passively heals nearby allies, Static Field	Electrolysis Projector, Speed Boost
Thunderhead	Heavy Vehicle/Aircraft	12	3	0:11	10	1,100	Laser	Heavy	Toggle Flight	Gravity Field
Archangel	Utility Aircraft	15	3	0:11	10	600	Repair Beam	Heavy	Supercharge Weaponry, Sabotage Weaponry	Augmented Reconstruction
Kodiak	Heavy Aircraft	20	3	0:15	12	1,200	AA Gun, Blast	Heavy	Defensive Maneuvers	--

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Support MCV

Type: MCV aircraft

Level Required: 1

Tech Tier: 1

Build Time: –

Command Points: –

Strong Against: –

Weak Against: Lasers

Abilities: Creates units and researches upgrades. A new MCV can be deployed in a Deploy Zone if destroyed.

Upgrades: Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Advanced Thrusters, Charged Capacitors



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	500	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
2000	Heavy	No	No	No	Yes (when unpacked)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets (requires Tier 2 Tech upgrade)	Yes	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Tier 1 Tech	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Tier 2 Tech	5	1	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Advanced Thrusters	11	2	Enhances this MCV's propulsion system to allow for greater movement speed
Tier 3 Tech	12	2	Unlocks Tier 3 units and upgrades and further improves the MCV
Charged Capacitors	19	3	Increases the rate at which Support Points are gained for using Support Powers



The Support MCV is a giant, heavily armored aircraft that produces and deploys GDI Support units and unleashes GDI's trademark Support Powers. Technology upgrades are also researched at the MCV, and any unit stationed within range of the unpacked MCV's repair radius will gain health over time. There's a lot to know about MCVs, so consult the "Basic Training" chapter for complete details on how to operate these versatile units.



The Support MCV has several tech upgrades that allow it to produce more advanced units and research advanced upgrades. Its Tier 2 Tech upgrade also bestows twin rocket turrets to the Support MCV, allowing it to defend itself while mobile and unpacked, effectively transforming it into a heavy anti-air unit. With the Tier 3 Upgrade, the Support MCV can passively heal itself and other nearby allies even while packed up—no other GDI MCV can acquire this advantage. The Support MCV's Advanced Thrusters upgrade greatly enhances its movement speed, and its Charged Capacitors upgrade significantly increases the speed at which it accumulates Support Points. However, with the lowest amount of health and an inability to upgrade its health or armor, the Support MCV is the most vulnerable of GDI's Crawlers.

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Engineer



Type: Utility infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: –

Weak Against: Gun

Abilities: Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection

Upgrades: Range Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-Fast	Medium	Yes	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units



Engineers are multipurpose infantry that navigate the battlefield with great ease thanks to their natural speed and Cliffjumping ability. Send Engineers to clear out enemy mines or capture the fallen husks of giant walker units for the benefit of your army. Include at

least one Engineer in every unit group to provide your combat units with a means of detecting stealthed or burrowed foes. Engineers also will automatically administer repairs to nearby wounded allies, keeping your frontline fighters alive even longer than normal.

Hurricane



Type: Medium aircraft

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Light units

Vulnerable To: Rockets

Abilities: Attach Sensor Pod (detects stealth, decreases armor)

Upgrades: Range Boost, Refire Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Medium Aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	No	High	Slow/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units

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The Hurricane is a medium anti-light aircraft armed with twin machine guns. It's the only Tier 1 gun unit owned by GDI's Support branch, so the Hurricane sees plenty of action. While shredding enemies with its powerful guns, Hurricanes periodically fire sensor pods that passively reduce their targets' defense rating and nullify their stealth abilities—very handy against Nod Stealth Tanks and the like. Use Hurricanes to ward lighter units away from key regions of the battlefield, such as Tiberium Crystal spawn sites and valuable structures.

Orca

Type: Medium aircraft

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Aircraft

Vulnerable To: Rockets

Abilities: —

Upgrades: Accuracy Boost, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Medium Aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	5	Slow/Fast	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; Cannon units will no longer miss when moving
Speed Boost	4	1	Increases the movement speed of all Tier 1 units



The Orca is a formidable anti-air vessel that's extremely useful when battling Nod Support Commanders. Though its rockets can't compare with the Firehawk's anti-ground might, they are quite effective against medium vehicles, lending the Orca some versatility. Orcas can keep up to five rockets ready at a time and unleash them all in a terrible torrent, but they suffer from a long reload time between volleys. Unlike the Firehawk, Orcas gain no boost to reload speed while stationed near the Support MCV.

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Sheppard

Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against:

Medium vehicles

Vulnerable To: Cannons

Abilities: Increases chance to dodge of nearby allies (passive)

Upgrades: Accuracy Boost, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
700	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	4	1	Increases the movement speed of all Tier 1 units



Sheppards are a GDI Support Commander's go-to ground units, tasked with doing the heavy lifting on land. Their medium armor, respectable health, and natural bonus to their dodge ability combine to make Sheppards very difficult to destroy unless pitted against heavy and accurate cannon fire. Sheppards also passively increase the chance to dodge of nearby allies, making them a welcome addition to any group. This effect is not cumulative, however, so it's best to spread your Sheppards out or even scatter them (E), thereby bestowing maximum benefit to larger groups.

When enhanced with the Speed Boost upgrade and provided an Engineer or Spanner escort, Sheppards become excellent Tiberium Crystal harvesters and ideal choke point defenders. Aircraft cannot capture structures, so the Sheppard is commonly tasked with holding TCN Nodes and the like. Support your Sheppards with Hurricanes and Orcas, and they'll support these units right back with an increased chance to dodge.

Spanner



Type: Utility aircraft

Level Required: 3

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: --

Vulnerable To: Guns and rockets

Abilities: Repair, Stealth Detection, System Restore

Upgrades: Range Boost, Speed Boost, Weapon Dampeners

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	Yes	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
200	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Weapon Dampeners	9	2	Activate to reduce nearby enemies' rate of fire



Spanners are vital GDI Support aircraft that heal allies with their repair beams and detected stealthed units and structures. Because they fly, Spanners can be more versatile and tougher to kill than Engineers—yet they come at the same CP cost and take just one second longer to produce. Spanners can activate a natural System Restore ability, which removes one negative “debuff” effect (reduced rate of fire, etc.) from all allies in a large targeted area, and also removes one positive “buff” effect (increased chance to dodge, etc.) from all hostiles in the same area—handy when combatting enemy Support Commanders. Once outfitted with the Weapon Dampeners upgrade, Spanners also gain the ability to greatly reduce the firing speed of all enemies in a large targeted area—an extremely useful ability that can dramatically affect the outcome of a skirmish.

Paladin



Type: Medium aircraft

Level Required: 5

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Heavy units and structures

Vulnerable To: Rockets

Abilities: Anti-Rocket Mode

Upgrades: Refire Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
650	Medium Aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Slow/Slow	Medium	Medium	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units

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Paladins are medium aircraft armed with potent lasers designed to carve through heavy units and structures. They're the first laser units available to GDI Support Commanders, so the Tier 2 Tech upgrade must be purchased for GDI Support Commanders to bring lasers to the field. Paladins are extremely valuable because of their Anti-Rocket Mode, a toggle ability that shuts off the Paladin's primary laser in favor of four anti-rocket lasers designed to shoot down enemy rockets before they strike their targets. The Brotherhood is certain to bring plenty of rocket units to bear against GDI Support forces throughout each battle, making Paladins a welcome addition to any Support force.



Hammerhead



Type: Heavy aircraft

Level Required: 6

Tech Tier: 2

Build Time: 0:11

Command Points: 10

Strong Against: Light units and aircraft

Vulnerable To: Lasers and rockets

Abilities: Passively increases the rate of fire of nearby allies

Upgrades: Berzerker Engine

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,000	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	No	Large	Slow/Fast	Medium	Medium	None
Rockets	No	Medium	Medium/Medium	Medium	Medium	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Berzerker Engine	7	2	When activated, the Hammerhead fires quickly but inaccurately, with decreased movement speed and dodge for a short time



The Hammerhead is another fantastic Tier 2 GDI Support unit designed to slaughter light units with its powerful machine gun and enemy aircraft with its deadly rockets. Hammerheads also passively increase the firing speed of all allied units and structures that stand close by—this

also increases the rate at which repair units heal, making it a welcome advantage to any group. Pair Hammerheads with Sheppards to form effective groups that can handle practically any threat, enhancing each other and the effectiveness of all nearby allies by providing improved firing speed and an increased chance to dodge.



When upgraded with the Berzerker Engine, Hammerheads can activate a devastating offensive mode that greatly enhances their already rapid firing speed at a cost of reduced accuracy, movement speed, and dodge ability. Employ this power once you've moved into striking range and watch the speed at which the Hammerheads' victims fall.

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Firehawk



Type: Medium aircraft
Level Required: 8
Tech Tier: 2
Build Time: 0:09
Command Points: 6
Strong Against: Structures and aircraft
Vulnerable To: Rockets
Abilities: Supersonic Thrusters
Upgrades: –

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Very fast	Short	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
300	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	2	Very slow/Fast	Short	Medium	Medium circular
Rockets	No	4	Very slow/Fast	Medium	Medium	Small circular



Firehawks are lethal anti-ground bombers whose extremely fast movement speed helps them quickly deploy their devastating payloads and then flee the scene. Rockets are lethal to Firehawks, so use their natural Supersonic Thrusters ability to immediately retreat them back to the

Support MCV after making each bombing run. Firehawks also reload their weaponry much faster at the MCV, making their Supersonic Thrusters ability all the more practical.

Conductor



Type: Utility vehicle
Level Required: 9
Tech Tier: 2
Build Time: 0:09
Command Points: 2
Strong Against: –
Vulnerable To: Cannons
Abilities: Cliffjumping, EMP Grenades, passively heals nearby allies, Static Field
Upgrades: Electrolysis, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast (EMP Grenades)	No	--	Slow/Medium	Medium	Low	Small circular
Blast (Electrolysis Projector)	No	--	Slow/Medium	Medium	Low	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Electrolysis Projector	10	2	Allows the Conductor to electrify a targeted area, dealing blast damage to enemy units

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Conductors are advanced GDI Support units that bring a wealth of useful abilities to the field. Their natural healing ability is extremely effective, able to quickly mend multiple nearby allies at once. Their Cliffjumping also helps them keep up with most aircraft so they can keep them in good shape. Conductors fire EMP Grenades that deal very little damage but temporarily disable all units caught in their small, circular blast radius. Finally, the Conductor's Static Field ability lets it immobilize a small group of targeted enemies, locking them down so they cannot advance, retreat, or scatter for a time—try using the Static Field prior to unleashing an area-of-effect Support Power, such as the EMP Mine Drop or Sonic Artillery, for impressive results.



After being enhanced with the Electrolysis Projector upgrade, Conductors can unleash debilitating lightning assaults on targeted groups of foes. Combined with their Static Field and EMP Grenades, this upgrade helps evolve Conductors into versatile combatants. The unit's primary draw is its fast rate of healing, however, and the Conductor's low health means it won't last long on the frontline—unless supported by Spanners or other Conductors, that is.

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After being enhanced with the Electrolysis Projector upgrade, Conductors can unleash debilitating lightning assaults on targeted groups of foes. Combined with their Static Field and EMP Grenades, this upgrade helps evolve Conductors into versatile combatants. The unit's

Thunderhead

Type: Heavy vehicle/aircraft

Level Required: 12

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against: Heavy units and structures

Vulnerable To: Lasers (and rockets when in aircraft mode)

Abilities: Toggle Flight

Upgrades: Gravity Field



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-long	No	No (vehicle mode); N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,100	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Very slow/Very slow	Medium-long	Medium-high	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Gravity Field	14	3	Primary weapon will root target and significantly reduce its chance to dodge; also slows all units in a radius of the target

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The Thunderhead is an advanced unit that transcends the boundary between vehicle and aircraft. It emerges as an air unit from the Support Crawler but can be rapidly transformed into a hovering vehicle by activating its Toggle Flight ability. When shifting from aircraft to vehicle, the Thunderhead comes crashing down to earth with great impact, damaging any hostiles near its landing site. The Thunderhead's primary method of attack is its laser artillery cannon, however, which melts down heavy units and structures in short order.



Thunderheads can only fire their laser cannon at targets on the same "level" as they are—only air units can be targeted while the Thunderhead is traveling in aircraft mode, and only ground units and structures can be attacked while the unit is in vehicle form. Their laser attacks can be enhanced with the Gravity Field upgrade, which causes each strike to root its primary target in place, preventing all movement and significantly reducing the target's ability to dodge forthcoming attacks. The Thunderhead's upgraded Gravity Field laser also slows all units in a small radius around the primary target, making Thunderheads quite effective against smaller, lighter targets in addition to their already devastating effect against heavier threats.



Archangel

Type: Utility aircraft

Level Required: 15

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against: –

Vulnerable To: Lasers and rockets

Abilities: Supercharge Weaponry, Sabotage Weaponry

Upgrades: Augmented Reconstruction



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	Yes	--	--/--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Description
Augmented Reconstruction	18	3	Allows the Archangel to root itself in place, repairing all nearby allies.



The Archangel is GDI's ultimate Support vessel. It features no weapon systems but enjoys heavy armor and significant health, and is quick to repair damaged allies with its advanced repair beam. The Archangel can also support surrounding allies with its Supercharge Weaponry ability,

which increases all nearby allies' weapon damage for a short time once activated. Pair this effect with the Sheppard's natural dodge bonus and the Hammerhead's inherent firing speed boost for excellent results. In addition, Archangels can also activate a Sabotage Weaponry ability that temporarily reduces the weapon damage of all hostiles in a small targeted area. Both the Supercharge and Sabotage Weaponry abilities are extremely effective but come with long cooldown periods before they can be reactivated.

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To further enhance the Archangel's support functions, purchase the Augmented Reconstruction upgrade, which grants all Archangels the ability to activate the Reconstruction ability. Once activated, this ability causes an Archangel to cast out large healing shockwaves that dramatically repair all nearby allied forces over time. The effect lasts for several seconds, but Archangels must remain stationary while using the Reconstruction ability. The ability is canceled if the Archangel is ordered to move.

Kodiak



Type: Heavy aircraft

Level Required: 20

Tech Tier: 3

Build Time: 0:15

Command Points: 12

Strong Against: Structures and aircraft

Vulnerable To: Lasers and rockets

Abilities: –

Upgrades: Defensive Maneuvers

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium-long	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,200	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
AA Gun	Yes	--	Medium/Fast	Medium	Low	None
Blast	Yes	--	Slow/Slow	Medium-long	Medium-high	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Defensive Maneuvers	20	3	When used, the Kodiak dramatically increases its armor and speed, passively increases the armor of nearby allies, and can no longer fire



The pride of GDI's Support fleet, the mighty Kodiak brings terror to foes below when its massive shadow darkens the land. Armed with the most advanced weapon systems in the Support armada, the Kodiak is designed to decimate ground targets with devastating artillery barrages. All Kodiaks are also outfitted with light anti-air guns that can only fire upon air units, granting them a bit of defense against enemy aircraft. If this massive warship can be said to have a weakness, it would be found in its health, which falls short when compared to other Tier 3 units employed by GDI's Offense and Defense branches. However, when properly supported, Kodiaks are incredibly difficult to bring down.



Purchase the Defensive Maneuvers upgrade for your Kodiaks to make them as effective on defense as they are at offense. Once this toggle ability is activated, a Kodiak trades its weapon systems for a dramatic increase to armor, allowing it to bear the brunt of enemy fire while other GDI units unload their arms. As if this isn't enough, Kodiaks also provide a significant armor boost to surrounding allies while their Defensive Maneuvers are activated, helping nearby combatants remain in the fight even when the stalwart Kodiak isn't Nod's primary target. When paired with a capable repair unit, Kodiaks that own the Defensive Maneuvers upgrade become truly formidable—have the warship attack until it suffers significant damage, then activate its Defensive Maneuvers and watch as nearby repair units patch it back to full health.

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Range Boost	Passive Upgrade	1	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	Passive Upgrade	3	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	Passive Upgrade	4	1	0:00	1	Increases the movement speed of all Tier 1 units
Refire Boost	Passive Upgrade	5	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Berzerker Engine	Hammerhead Upgrade	7	2	0:00	1	When activated, the Hammerhead fires quickly but inaccurately, with decreased movement speed and dodge for a short time
Weapon Dampeners	Spanner Upgrade	9	2	0:00	1	Activate to reduce nearby enemies' rate of fire
Electrolysis Projector	Conductor Upgrade	10	2	0:00	1	Allows the Conductor to electrify a targeted area, dealing blast damage to enemy units
Advanced Thrusters	MCV Upgrade	11	2	0:00	1	Enhances this MCV's propulsion system to allow for greater movement speed
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Gravity Field	Thunderhead Upgrade	14	3	0:00	1	Primary weapon will root target and significantly reduce its chance to dodge; also slows all units in a radius of the target
Augmented Reconstruction	Archangel Upgrade	18	3	0:00	1	Allows the Archangel to root itself in place, repairing all nearby allies
Charged Capacitors	MCV Upgrade	19	3	0:00	1	Increases the rate at which Support Points are gained for using Support Powers
Defensive Maneuvers	Kodiak Upgrade	20	3	0:00	1	When used, the Kodiak dramatically increases its armor and speed, passively increases the armor of nearby allies, and can no longer fire

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Tier 1 Tech

Type: Tech upgrade

Prerequisites: None

Build Time: –

Upgrade Points: –

All Crawlers begin with the Tier 1 Tech upgrade already purchased. This upgrade makes Tier 1 units and upgrades available for production.

Range Boost



Type: Passive upgrade

Level Required: 1

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade increases the weapon and vision range of all Tier 1 units, allowing them to sight and fire on enemies from greater distances. Most

GDI Support Commanders will pass on this upgrade, however, saving their UPs for the Speed Boost and Tier 2 Tech upgrades instead.

Accuracy Boost



Type: Passive upgrade

Level Required: 3

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

Once purchased, this upgrade permanently increases the chance to hit by 50 percent for Tier 1 units armed with cannons or rockets. In addition, rockets will no longer miss when fired against moving targets, and cannons will no longer miss when fired while your units are on the move. This is an important upgrade for the Sheppard and Orca, though you may wish to save up and buy the Tier 2 Tech upgrade first so you have early access to the Support class's powerful Tier 2 units.

Speed Boost



Type: Passive upgrade

Level Required: 4

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade increases the movement speed of all Tier 1 units, helping your light and medium forces traverse the battlefield with greater speed.

A fantastic upgrade that helps your Tier 1 units gather Tiberium Crystals and capture neutral structures with greater haste. Also handy when you need to flee from slower foes—perhaps even to draw them into an ambush.

Refire Boost



Type: Passive upgrade

Level Required: 5

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade decreases the reload or recharge time of all Tier 1 gun and laser units, and also the Tier 2 Paladin, effectively causing them to attack

more often. However, because GDI's Support class has only one Tier 1 gun unit (the Hurricane) and no Tier 1 laser units, this upgrade is of limited value until the Tier 2 Paladin has been unlocked.

Tier 2 Tech



Type: Tech upgrade

Level Required: 5

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 5

This upgrade unlocks Tier 2 units and technologies, making them available for production. Purchase this upgrade when you're

ready to "tech up" and access more advanced units and technologies. This upgrade also outfits GDI's Support Crawler with two rocket launchers, ensuring enemy aircraft will think twice before attacking the MCV.

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Berzerker Engine



Type: Hammerhead upgrade

Level Required: 7

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

When upgraded with the Berzerker Engine, Hammerheads can activate a devastating offensive mode that greatly enhances their already rapid firing speed, at a cost of reduced accuracy, movement speed, and dodge ability. The Hammerhead is outfitted with both machine guns and rockets, making this a very welcome upgrade. Employ the Berzerker Engine once a Hammerhead has advanced into striking range and watch the speed at which its victims fall.

Weapon Dampeners



Type: Spanner upgrade

Level Required: 9

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once outfitted with the Weapon Dampeners upgrade, humble Spanners gain the awesome ability to greatly reduce the firing speed of all enemies in a large targeted area. This prolongs the Spanners' viability throughout a match, even when other, more capable repair units can be deployed.

Electrolysis Projector



Type: Conductor upgrade

Level Required: 10

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

After being enhanced with the Electrolysis Projector upgrade, Conductors can unleash debilitating lightning assaults on targeted groups of foes. Combined with their Static Field and EMP Grenades, this upgrade helps evolve Conductors into versatile combatants. The unit's primary draw is its fast rate of healing, however, and the Conductor's low health means

it won't last long on the frontline—save your UPs for other, more worthy upgrades, such as the Spanner's Weapon Dampeners or the Tier 3 Tech upgrade.

Advanced Thrusters



Type: MCV upgrade

Level Required: 11

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Get your Support Crawler on the move by outfitting it with Advanced Thrusters, which significantly increase the MCV's movement speed. Because GDI's Support branch has very few ground units that can capture structures, this can be a highly valuable upgrade—fly the Support Crawler around, unpacking it near structures you wish to seize.

Tier 3 Tech



Type: Tech upgrade

Level Required: 12

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 7

This upgrade unlocks Tier 3 units and technologies, making them available for production. Invest in this upgrade to gain access to your class's most advanced units and technologies. Unlike GDI's Offense and Defense Crawlers, this upgrade does not enhance the Support MCV's weapon systems. Instead, it enables the Support MCV to passively repair nearby allies, even when packed up in aircraft form. Combined with the Advanced Thrusters upgrade, this can evolve the Support Crawler into a mobile healer that can keep up with the fleet and patch up the wounded from just behind the frontline.

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Gravity Field



Type: Thunderhead upgrade

Level Required: 14

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Thunderhead's inherently powerful laser attacks can be enhanced with the Gravity Field upgrade, which causes each laser strike to root

its primary target in place, preventing all movement and significantly reducing the target's ability to dodge forthcoming attacks. The Thunderhead's upgraded Gravity Field laser also slows all units in a small radius around the primary target, making Thunderheads quite effective against smaller, lighter targets in addition to their already devastating effect against heavier threats.

Augmented Reconstruction



Type: Archangel upgrade

Level Required: 18

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Enhance the Archangel's impressive support functions with the purchase of the Augmented Reconstruction upgrade, which grants all

Archangels the ability to activate their Reconstruction ability. Once activated, this ability causes an Archangel to cast out large healing shockwaves that dramatically repair all nearby allied forces over time. The effect lasts for several seconds, but Archangels must remain stationary while using the Reconstruction ability. The ability is canceled if the Archangel is ordered to move.

Charged Capacitors



Type: MCV upgrade

Level Required: 19

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

One of the best upgrades a GDI Support Commander can purchase, Charged Capacitors significantly increase the rate at which the

Support Crawler accumulates Support Points. This allows faster access to GDI's more powerful yet pricey Support Powers, making it one of the most valuable Tier 3 upgrades to purchase.

Defensive Maneuvers



Type: Kodiak upgrade

Level Required: 20

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Purchase the Defensive Maneuvers upgrade to make your mighty Kodiaks as effective on defense as they are at offense. Once this toggle

ability is activated, a Kodiak trades its weapon systems for a dramatic increase to armor, allowing it to bear the brunt of enemy fire while other GDI units unload their arms. Kodiaks also provide a significant armor boost to surrounding allies while their Defensive Maneuvers are activated, helping nearby combatants remain in the fight even when the stalwart Kodiak isn't Nod's primary target. When paired with a capable repair unit, Kodiaks that own the Defensive Maneuvers upgrade become nearly impossible to kill—have the warship attack until it suffers significant damage, then activate its Defensive Maneuvers and watch as nearby repair units patch it back to full health.

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Name	Level Required	Support Points	Description
Recon Drone	1	10	Call in a Recon Drone to circle the targeted location, revealing shroud and increasing nearby units' attack and vision range
Repair Zone	2	20	Repair allied units and structures in the target radius
Status Reboot	4	10	Removes all enemy buffs and allied debuffs and slightly repairs all allies in the targeted area
Accelerated Construction	5	20	Targeted MCV builds units and structures faster for a short time
Overkill	7	10	Increase the rate of fire of all allied units in the targeted area
Tech Support	8	20	Deploy a Heroic-rank Engineer at the targeted location
EMP Mine Drop	10	30	Deploy an EMP minefield at the targeted area
Point Defense Shields	11	30	Spawn temporary shields around all friendly units at target location, allowing them to absorb extra damage
Supply Drop	12	30	Deploy Tiberium Cores at the targeted location
Mirror Coat	13	40	Friendly units in the targeted area briefly receive a deflection bonus
Battle Hardening	15	40	Boost veterancy of all friendly units in the target radius
Displacement Field	16	50	Friendly units in the targeted area have a massively increased chance to dodge for a short time
Sonic Artillery	17	40	Calls down a sonic artillery strike in target area; each shell deals area damage and EMPs nearby enemies
Firehawk Airstrike	18	50	Order a squad of Elite-rank Firehawk bombers to the targeted location, attacking all hostiles in their path until they are out of ammo
Seismic Disturbance	20	50	Cause an enormous earthquake at targeted location, damaging and reducing the speed and dodge of all enemy ground units; also causes burrowed enemy units to surface, and stealthed enemy ground units to be revealed

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Recon Drone

Level Required: 1

Support Points: 10

Duration: 3 minutes

Cooldown: 2 seconds

Once used, this GDI Support Power summons an uncontrollable stealthed aircraft from the off-map direction closest to the targeted location. Once the drone has reached its destination, it begins circling, clearing away the shroud and revealing all enemy units, including stealthed units or structures. The drone will fly about for 3 minutes, then auto-destruct. Recon Drones can be shot down by enemies, but they must first be able to detect the drone.

Because Recon Drones detect stealth, they can be useful in a variety of circumstances. Use them to keep tabs on vital battlefield areas, thwarting Nod's attempts at setting up stealthy ambushes. Even burrowed units are revealed by Recon Drones. Whenever you suspect Nod might have stealthed or burrowed units nearby, use this power to reveal them so your units can attack.



Repair Zone

Level Required: 2

Support Points: 20

Duration: –

Cooldown: 2 seconds

This straightforward Support Power does exactly what its name implies: It instantly heals all allied forces in a medium-size targeted area, restoring 100 health points to each unit and structure within its area of effect. Many Support Units are capable of administering repairs, however, and at 20 SPs per use, Repair Zone isn't always a sound bargain. It can save your forces in a pinch, but try to utilize Spanners, Conductors, and other capable healers instead, saving your SPs for more valuable powers.



Status Reboot

Level Required: 4

Support Points: 10

Duration: –

Cooldown: 2 seconds

When faced with a Nod Support adversary, GDI's Status Reboot is certain to get plenty of use. A bargain at just 10 SPs per activation, this power instantly removes all stat-raising buffs from enemies in the targeted area, along with all stat-reducing debuffs from targeted allies. If Nod's forces are benefiting from increased attack damage, rate of fire, or defense (indicated by small upward-pointing arrows near their health bars), employ the Status Reboot to nullify these advantages. If your forces are suffering from reduced attack damage, movement speed, or similar debuffs (indicated by small downward-pointing arrows near their health bars), use Status Reboot to restore them to full operating capacity. Buffs and debuffs can have a dramatic impact on how a skirmish plays out, so keep this versatile power in mind. Press **CtrI** + **~** to view all unit and structure health bars and quickly see who's buffed and debuffed.



Accelerated Construction

Level Required: 5

Support Points: 20

Duration: 20 seconds

Cooldown: 2 seconds

This valuable Support Power can be used to speed up the production of any allied Support Crawler. Once activated, the Crawler will produce units and structures 25 percent faster than normal for 20 seconds. This is most beneficial to GDI Defense Crawlers because they own two independent production queues, but any GDI Crawler can benefit greatly from this power. When the enemy gains the upper hand and your forces have been routed, use this power to quickly bring more units to the field.



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Overkill

Level Required: 7

Support Points: 10

Duration: 10 seconds

Cooldown: 2 seconds

You can't go wrong with Overkill, a fantastic GDI Support Power that increases the firing speed of all units in a targeted area by 10 percent for 10 seconds. It may not sound like much, but this slight boost can make all the difference during a pitched battle—and at just 10 SPs per activation, there's no reason to think twice about using it. Interestingly, this power also affects healing units, hastening the speed at which they administer repairs. For this reason, Overkill is preferred over Repair Zone; it helps your combat units defeat their enemies more quickly, while at the same time allowing nearby healers to patch up their comrades at an increased rate. Overkill also can be used twice for the same SP cost as one Repair Zone activation.



Tech Support

Level Required: 8

Support Points: 20

Duration: –

Cooldown: 2 seconds

Stealthed units giving your forces grief? Spy an Avatar husk that's just begging to be captured? Use the Tech Support power to instantly deploy a Heroic-rank GDI Engineer to any location on the battlefield, detecting stealth, capturing husks, or quickly repairing your forward units. The SP cost is somewhat high for just one Engineer, but the ability to deploy the unit at a moment's notice can be of great value to creative Commanders. For example, use Tech Support to land an Engineer right next to a remote structure you wish to capture or within a hair's breadth of a blue Tiberium Crystal you simply have to have.



EMP Mine Drop

Level Required: 10

Support Points: 30

Duration: 10 minutes

Cooldown: 2 seconds

The EMP Mine Drop can be a real nuisance to Nod. Simply designate any non-shrouded area of the battlefield, and a good-size spread of EMP mines is deployed there moments later. Place EMP mines near critical sites, such as Tiberium Crystal spawn sites or TCN Nodes, which are always revealed on the map, and your rivals will have a difficult time claiming the goods. Or simply place them at the feet of swarming hostiles and laugh as they're all blasted and temporarily disabled. The mines deal blast damage and their EMP effect lasts for 10 seconds—plenty of time for your forces to swoop in and finish off any survivors.



Point Defense Shields

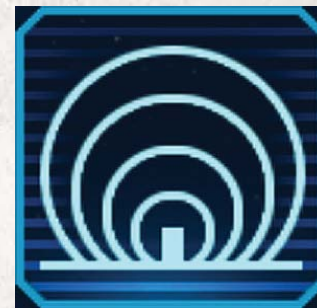
Level Required: 11

Support Points: 30

Duration: 2 minutes

Cooldown: 2 seconds

When activated, this handy power coats all GDI units and structures in a large targeted area with individual, 200-point non-regenerating shields, helping them survive when under heavy fire. The shields last for two minutes. A perfect power to employ just before sending a large attack force into enemy lands.



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Supply Drop

Level Required: 12

Support Points: 30

Duration: –

Cooldown: 2 seconds

When your units are wounded, or when you simply want to increase their veterancy, call for a Supply Drop. This power deposits one blue and three green Tiberium Cores to any non-shrouded location of the battlefield. Land a Supply Drop right in front of your marching forces to have them collect the goods without breaking stride. Try to save the blue Core for any allied GDI Offense units you might be working with.



Mirror Coat

Level Required: 13

Support Points: 40

Duration: 20 seconds

Cooldown: 2 seconds

This pricey power coats all allied units and structures in a medium-size target area with an experimental reflective substance that gives the covered units a 25 percent chance of deflecting gun, cannon, and laser attacks. This can be particularly advantageous to heavy units and structures, which your rivals are certain to level lasers against.



Battle Hardening

Level Required: 15

Support Points: 40

Duration: –

Cooldown: 2 seconds

This handy Support Power instantly boosts the veterancy of all allied units and structures in a large target area by one rank. This is especially valuable to heavy units and structures, making them far more difficult to destroy. Note



that a unit or structure's current veterancy is not lost when this power is used. For example, if a unit or structure were close to reaching the next veterancy rank before being enhanced with Battle Hardening, they would still be close to ranking up again, gaining two ranks in rapid succession (unless Battle Hardening advanced them to Heroic, of course).

Displacement Field

Level Required: 16

Support Points: 50

Duration: 20 seconds

Cooldown: 2 seconds

GDI's most advanced defensive power, Displacement Field grants all friendly units in a large target area a dramatic 75 percent bonus to their dodge ability for 20 seconds. You'll be amazed at how little damage your forces suffer while under the effects of this power. Structures cannot benefit from the Displacement Field.



Sonic Artillery

Level Required: 17

Support Points: 40

Duration: 8 seconds

Cooldown: 2 seconds

The cheapest of GDI's costly direct-damage powers, Sonic Artillery bombards a large non-shrouded region of the battlefield with massive artillery shells that deal significant amounts of blast damage over a period of eight seconds. The shells also EMP all hostile units and structures caught in their blasts for 10 seconds, allowing GDI forces to advance and finish off any stragglers without fear of counterattack, gaining easy veterancy. A particularly nasty strike that's certain to ruin your rivals' day.



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Firehawk Airstrike

Level Required: 18

Support Points: 50

Duration: 20 seconds

Cooldown: 2 seconds

A devastating direct-damage support power, Firehawk Airstrike summons a squad of anti-ground bombers (high blast damage, large area of effect) and anti-air fighters (high rocket damage, small area of effect) to any shroud-free region of the battlefield, annihilating all hostiles in sight. The Firehawks enter the field from the edge of the map that's closest to the targeted attack site and will fire on any hostiles they encounter along their way, without breaking formation. The Firehawks will also remain at the designated area, circling and attacking all foes until they expend their ammo—or until they're shot down by enemies. A truly nasty Support Power that can not only annihilate an enemy force, but also keep a vital battlefield site secured for a time.



Seismic Disturbance

Level Required: 20

Support Points: 50

Duration: 20 seconds

Cooldown: 2 seconds

GDI's ultimate anti-ground Support Power, Seismic Disturbance causes a tremendous localized earthquake at a very large target area, dealing significant damage over time and forcing all burrowed hostiles to the surface, where they can be identified and attacked. The quake is so powerful that it also reduces the movement speed and dodge ability of all affected ground enemies by 50 percent. This is a terrible power for Nod's ground forces to suffer, but it has absolutely no effect against aircraft.



PLAYING GDI's SUPPORT CLASS

GDI's Support Class is a fun one to play, but a difficult one to master. Its strength lies in unit synergy and the timely use of Support Powers. The Support Crawler's Tier 1 units are somewhat lackluster compared to GDI's Offense and Defense branches—none are equipped with lasers or blast weaponry. Its Tier 2 units more than make up for this lack of early prowess, however, so the key to success lies in quickly deploying Tier 2 forces to the field.



Hurricanes and Sheppards are a GDI Support Commander's go-to units at the start of most matches. Orcas are also handy when facing Nod Support adversaries. Begin with Hurricanes, immediately dispatching them to defend Tiberium Crystal

spawn sites—particularly blue Tiberium Crystals. The Hurricane's powerful machine guns will make short work of light enemy scouts and Outpost-building Slaves, which are commonly sent to collect Tiberium Crystals or lock down blue crystal sites in the early goings of a match. Support your Hurricanes with Spanners to keep them in good repair, sending at least one Spanner to each site you wish to defend.

TIP

As aircraft, Hurricanes can sneak into rival territory more easily than ground units and lock down Tiberium Crystal sites on your rival's side of the battlefield. Lone light units are commonly sent to secure these crystals, as the sites are often undefended. This is a risky tactic that's best attempted after you've gained a thorough knowledge of a map's built-in defenses, but when done correctly, it can dramatically hamper your rival's upgrade progress.

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make them very difficult to destroy, particularly in the early stages of a conflict. Secure those blue Tiberium Crystals first to gain the early upper hand.

TIP

*If your rival is aggressively pursuing your Sheppards, assign them Spanner escorts by selecting a Spanner, pressing **G**, and then left-clicking the Sheppard. Now the Spanner will tail the tank, patching it up whenever it's wounded. In turn, the Spanner will benefit from the Sheppard's dodge buff. Now that's teamwork!*

It's usually wise to spend your very first Upgrade Point on the Speed Boost. This helps make up for the lack of speed that GDI Support units suffer. The Speed Boost is especially important to Sheppards; the faster they can gather Tiberium Crystals, the faster you'll be able to tech up and unlock those powerful Tier 2 units.



The moment you're able, purchase the Tier 2 Tech upgrade and begin producing Paladins and Conductors. The former can counter heavy units and slice up enemy defense structures, but their real advantage lies in their Anti-Rocket Mode, which is vital to keeping your aircraft alive as they defend contested sites. Conductors excel at healing, able to rapidly patch up multiple nearby allies—another key advantage in defending your turf. And as your Hurricanes and Orcas fall, begin replacing them with Tier 2 Hammerheads, whose guns and rockets perform the same service as both of the aforementioned Tier 1 aircraft. Hammerheads also enjoy heavier armor and more health, and they

passively increase the rate of fire of nearby allies, adding to their value. Their only real drawback compared to Hurricanes and Orcas is their lack of speed. If this becomes an issue, favor Hurricanes and Orcas once more.

With your Sheppards countering enemy vehicles and your Hammerheads annihilating their light units and aircraft, you should have little trouble holding onto three TCN Nodes and preventing your rival from claiming many Tiberium Crystals. Keep Conductors and Spanners around to heal your forces, along with Paladins to cut down their rockets. Purchase the Spanner's Weapon Dampeners upgrade so you can exploit that ability—it's a fantastic debuff. When you at last acquire Tier 3 technology, begin producing Kodiaks and utilize their Defensive Maneuvers to aid your forces in holding their ground.

COMBATING GDI'S SUPPORT CLASS

In the hands of a skilled Commander, GDI's Support Class can be a nightmare to battle. Gain the early advantage by exploiting their lack of speed, sending large volumes of light rocket units, such as Attack Bikes and Venoms, to secure Tiberium Crystals—you must not allow GDI to claim these resources. Rocket units are ideal because they excel at destroying aircraft. Rockets also can be quite effective against Sheppards when they're launched in numbers, though cannon units will serve you better, of course. Either way, purchase the Accuracy Boost upgrade to ensure your units' rockets and cannon attacks find their mark.

When playing Nod's Defense class, focus on setting up Outposts and deploying defense turrets at Tiberium Crystal sites, then upgrading them. GDI's Support Class has no access to laser or blast units until they advance to Tier 2 units, so they'll have a tough time dealing with base defenses. Exploit this weakness and lock down as many Tiberium Crystal sites as possible, along with the map's "neutral" TCN Node that's usually found in the middle. The longer it takes for GDI's Support forces to access Tier 2 technology, the easier time you'll have at thwarting them and hoarding Victory Points.

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Nod

The Brotherhood of Nod is a powerful underground society of fanatics and zealots. Unlike GDI, they worship Tiberium and praise the benefits that they believe the glorious crystal bestows to all mankind. Nod has long despised GDI for interfering with their efforts at incorporating Tiberium into everyday life, even though the substance's disastrous effect on the planet's ecosystem is obvious. Deaf to all non-believers, the Brotherhood blindly views GDI as a fascist regime whose impudence deserves no mercy.

As members of an underground terrorist group, Nod Commanders employ stealth, deception, and hit-and-run tactics to create chaos and confusion among their enemies. In their own way, they are every bit as powerful as GDI, and they have no qualms about killing the innocent if doing so would help them realize their extremist vision. A frightening amount of people believe in Kane's preachings, and under the ageless prophet's influence, the Brotherhood will stop at nothing to achieve their goals.

Nod—Offense Class

Nod's Offense MCV produces some of the most formidable vehicles and walkers in the Brotherhood's military, including the frightening Widow and earth-shaking Avatar. Like GDI, Nod's Offense units can upgrade their weapon systems by collecting blue Tiberium Cores—no other class's units can be upgraded in this fashion. Thanks to their force's ample health, armor, and stealth abilities, Nod Offense armies are some of the easiest to keep alive and fighting, and this helps them gain veterancy and dominate the battlefield.

NOD OFFENSE UNITS

With no defense structures or Support Powers to utilize, units are the focus of Nod's Offense class. All Nod Offense units can be individually upgraded by blue Tiberium Cores, which occasionally appear after a unit or structure is destroyed and greatly enhance an Offense unit's weapon systems.

NOD OFFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effects
Offense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Stealth Generator, Mobile Stealth Generator	--
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost	--
Attack Bike	Light Vehicle	1	1	0:07	3	350	Rocket	Light	--	Accuracy Boost, Range Boost, Speed Boost	Increased damage
Avenger	Medium Vehicle	1	1	0:09	6	950	Cannon	Medium	Drop Mines (on death)	Accuracy Boost, Range Boost, Speed Boost	Increased damage, additional mines
Raider	Light Vehicle	1	1	0:07	3	450	Gun	Light	--	Range Boost, Refire Boost, Speed Boost	Increased damage
Scorpion	Medium Vehicle	1	1	0:09	6	900	Laser	Medium	Burrow, Claw Grasp	Range Boost, Refire Boost, Speed Boost	Increased damage
Spider Tank	Light Vehicle	2	1	0:07	3	450	Laser	Light	Burrow, Laser Web (multiple Spider Tanks create a damaging web)	Arachnophobia, Range Boost, Refire Boost, Speed Boost	Increased damage
Mantis	Medium Vehicle	3	1	0:09	6	900	Rocket	Medium	--	Accuracy Boost, Range Boost, Speed Boost	Increased damage, adds ballistic rocket
Flame Tank	Medium Vehicle	5	2	0:09	6	1,000	Blast	Medium	Ignite Ground, Firestorm (multiple flame weapons combine for more damage)	Trail of Flame	Increased damage

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Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effects
Stealth Tank	Medium Vehicle	6	2	0:09	6	540	Rocket	Medium	Stealthed	Stealth Field	Increased damage and dodge
Cyborg Commando	Commando	8	2	0:09	6	600	Laser	Light		Recovers health automatically, Hijack Vehicle (legless form)	Infiltration Module Increased damage
Avatar	Heavy Vehicle	12	3	0:11	10	1,500	Cannon	Heavy	Drop Cannon (lowers damage and increases speed, passive as health decreases)	Backup Systems	Adds two cannons
Widow	Heavy Vehicle	16	3	0:15	12	1,800	Laser	Heavy	Burrow, Garrison Spider Tank (4)	Arachnophobia, Backup Systems holds more Spider Tanks (2)	Increased damage,
Specter	Medium Vehicle	20	3	0:09	6	720	Blast	Medium	Stealthed	Tiberium Catalyst	Increased damage

Offense MCV

Type: MCV vehicle

Level Required: 1

Tech Tier: 1

Build Time: –

Command Points: –

Strong Against: –

Weak Against: Lasers

Abilities: Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed

Upgrades: Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Stealth Generator, Mobile Stealth Generator

Blue Tiberium Core Effect: –



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Slow	500	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
3,000	Heavy	No	No	No	Yes (when unpacked)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser (requires Tier 2 Tech upgrade)	Yes	--	Medium/Medium	Medium	Medium	None
Blast (requires Tier 3 Tech upgrade)	Yes	--	Slow/Slow	Medium-long	Medium	Medium circular

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UPGRADES

Name	Level Required	Tech Tier	Notes
Tier 1 Tech	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Tier 2 Tech	5	1	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Stealth Generator	11	2	The MCV becomes stealthed when unpacked
Tier 3 Tech	12	2	Unlocks Tier 3 units and upgrades and further improves the MCV
Mobile Stealth Generator	19	3	The MCV becomes stealthed while mobile



The Offense MCV is a giant, heavily armored vehicle that produces and deploys Nod Offense units. Technology upgrades are also researched at the MCV, and any unit stationed within range of the unpacked MCV's repair radius will gain health over time. There's a lot to know about MCVs, so consult the "Basic Training" chapter for complete details on how to operate these versatile vehicles.



The Offense MCV has several tech upgrades that allow it to produce more advanced units and research advanced upgrades. Its tech upgrades also bestow weapons to the Offense MCV, allowing it to defend itself while mobile and unpacked, effectively transforming the MCV into Nod's

heaviest combat unit. The Offense MCV's two Stealth Generator upgrades turn the Crawler into a stealthed unit, making it far more difficult to track and kill. Once fully upgraded, Nod's Offense MCV can be a serious force on the battlefield, deploying powerful units and assailing enemy forces before vanishing.

Engineer



Type: Utility infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: –

Weak Against: Gun

Abilities: Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection

Upgrades: Range Boost, Speed Boost

Blue Tiberium Core Effect: –

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-Fast	Medium	Yes	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units

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Engineers are multipurpose infantry that navigate the battlefield with great ease thanks to their natural speed and Cliffjumping ability. Send Engineers to clear out enemy mines or capture the fallen husks of giant walker units for the benefit of your army. Engineers

will automatically administer repairs to nearby wounded allies, keeping your frontline fighters alive even longer than normal.

Attack Bike



Type: Light vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Aircraft

Vulnerable To: Guns

Abilities: –

Upgrades: Accuracy Boost, Range Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
350	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	Small	Fast/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



Rocket-launching Attack Bikes tie with Raiders as Nod's fastest vehicles, making them excellent anti-air scouts. Purchase the Speed Boost upgrade to make Attack Bikes even faster, and pair them with Raiders to form fantastic early game scout/Tiberium Crystal gathering groups.



When upgraded with a blue Tiberium Core, Attack Bikes gain enhanced rocket launchers that deal extra damage.

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Avenger

Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against:

Medium vehicles

Vulnerable To: Cannons

Abilities: Drop Mines (on death)

Upgrades: Accuracy Boost, Range Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage, additional mines



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
950	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Medium/Medium	Medium	Medium	None
Blast (from mines)	--	1	--/--	Short	Medium	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



Avengers are Nod's offensive battle tanks—their version of GDI's Hunters. Compared to their counterparts, Avengers enjoy slightly more health and leave small mines on the battlefield that explode when any unit moves too close, dealing significant blast damage in a small, circular area. Avengers do not gain veterancy as quickly as Hunters, however.



Enhance the damage output of an Avenger's cannon by steering the tank into contact with a blue Tiberium Core. Tiberium-infused Avengers also lay four mines when they're destroyed, instead of one, for greater postmortem mayhem.

Raider

Type: Light vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Light units

Vulnerable To: Guns

Abilities: –

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	Medium	Medium/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	1	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



The Raider is a quick little buggy that's comparable to GDI's Bulldog. Its top-mounted machine gun turret is effective against light threats, making Raiders particularly good early game scouts. Raiders go hand in hand with Attack Bikes and make excellent early game Tiberium Crystal gatherers.

A Raider gains an additional machine gun after collecting a blue Tiberium Core, effectively doubling its inherently low damage output.

Scorpion



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Heavy vehicles and structures

Vulnerable To: Cannons

Abilities: Burrow, Claw Grasp

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	Yes (when burrowed)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	Yes	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Slow/Medium	Medium	Medium	None
Laser (Claw Grasp)	--	--	--	Short	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	1	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units

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A favorite among many Nod Offense Commanders, Scorpions are large tanks that feature trademark tail-like protrusions. A Scorpion's "tail" emits a powerful laser that melts through the heavy armor common to base defenses and advanced vehicles. In addition, Scorpions can use their Claw Grasp ability to incapacitate a nearby light or medium foe, rendering the unit helpless while assailing it with a secondary laser fired from the "mandibles." A Scorpion's Claw Grasp victim also suffers a severely reduced chance to dodge and can be attacked by other Nod forces. Scorpions suffer a significant penalty to movement speed while clutching a light unit and cannot move at all while grasping a medium-size foe.



Paired with its primary laser, the Claw Grasp makes Scorpions effective against all enemy units—but a Scorpion must be close to an enemy to grasp it. It's therefore wise to use the Scorpion's Burrow ability to stage deadly ambushes. Unburrow Scorpions after sneaking them close to enemies or just as a group of foes draws near. Then grasp their cannon units to incapacitate the greatest threats to your Scorpions. After dealing with these threats, turn the Scorpions' lasers against other foes, burrowing and retreating if the enemy gets the upper hand.

Have a Scorpion snatch up a blue Tiberium Core to enhance its tail and mandible lasers, increasing the damage dealt to enemies by the Scorpion's primary and Claw Grasp attacks. Because Scorpions can burrow and escape destruction, it's wise to give them priority when a blue Tiberium Core pops out of a defeated foe.



Spider Tank

Type: Light vehicle

Level Required: 2

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Heavy vehicles and structures

Vulnerable To: Guns

Abilities: Burrow, Laser Web (multiple Spider Tanks create a damaging web)

Upgrades: Arachnophobia, Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage, laser will prism to hit more targets

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium	No	Yes (when burrowed)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Light	No	Yes	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Fast/Fast	Medium	Low	Line
Laser (web)	Yes	--	--	Medium-short	Medium	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	1	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Arachnophobia	17	3	Reduces experience required to gain veterancy on Spider Tanks and Widows

Spider Tanks are small vehicles armed with light lasers, comparable to GDI's Strikers. Deadly in groups, Spider Tanks are ideal for use against structures and heavy enemies. Their Burrow ability helps Spider Tanks sneak into position without exposing themselves, emerging to slice up GDI defenses.



When two or more Spider Tanks stand near one another, they automatically emit a laser "web" that links the Spider Tanks together by their "abdomens." Enemies that touch these webs suffer significant damage; more than the Spider Tank's low-output laser. Spider Tanks can therefore be used to stage "tripwire" ambushes, unburrowing to extend a laser web directly in the path of inbound foes. This is particularly nasty to light scouts; burrow two Spider Tanks in front of a Tiberium Crystal spawn site, ready to unburrow them the moment a GDI crystal gatherer strolls into view.



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After being upgraded with a blue Tiberium Core, a Spider Tank's primary laser gains increased damage output. The laser also will prism off the initial target to strike other nearby targets for added effect.

Mantis

Type: Medium vehicle

Level Required: 3

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Aircraft

Vulnerable To: Cannons

Abilities: –

Upgrades: Accuracy Boost, Range Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage, adds ballistic rocket



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk Auto-Heal
900	Medium	No	No	No No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	Yes	Medium	Slow/Fast	Medium	Low	None
Blast (requires blue Tiberium Core)	No	1	Slow/Medium	Medium-long	Medium	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units

The Mantis is a formidable anti-air vehicle armed with potent rockets. It's similar to GDI's Sandstorm but available before the Tier 2 Tech upgrade is researched. Use Mantises liberally against GDI Support forces—their rockets are certain to down enemy aircraft.

Once upgraded with a blue Tiberium Core, a Mantis gains a giant rear missile launcher that can be used only against ground units and structures. The massive missile that's launched deals blast damage in a wide area, effectively transforming the Mantis into a mobile artillery platform. Feed your Mantises blue Tiberium Cores and increase their ability to prey on GDI.



Flame Tank

Type: Medium vehicle

Level Required: 5

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Structures

Vulnerable To: Cannons

Abilities: Ignite Ground, Firestorm (multiple flame weapons combine for more damage)

Upgrades: Trail of Flame

Blue Tiberium Core Effect: Increased damage



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Short	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,000	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	Yes	2	Slow/Fast	Short	Medium	Dual cone
Blast (ground fire)	--	--	--/--	--	Low (damage over time)	Varies

UPGRADES

Name	Level Required	Tech Tier	Description
Trail of Flame	7	2	Grants Trail of Flame to Flame Tanks, which increases speed and leaves a trail of fire



Once the Tier 2 Tech upgrade has been researched, Nod Offense Commanders gain access to fearsome Flame Tanks. The bane of GDI bases, Flame Tanks emit huge jets of fire from their forward spouts that deal strong blast damage to structures, setting them ablaze for additional

damage over time. The flames also can ignite the ground, burning any units that move into contact with the searing heat until it smolders out. When multiple Flame Tanks fire on the same target, their flames merge to cause a Firestorm effect that greatly enhances their damage. Firestorms give off a purplish glow and make short work of even the most hardened structures.



Purchase the Trail of Flame upgrade to give all Flame Tanks the Trail of Flame ability. When activated, this ability causes Flame Tanks to leave a wide trail of fire behind them that burns any enemies foolish enough to give chase. Flame Tanks suffer exceptional damage from rear attacks due to their large exposed fuel canisters, but this upgrade helps to deter pursuers. With or without the Trail of Flame upgrade, the Reverse Move order (D), then right-click a destination) is vital to keeping Flame Tanks alive when retreating them from combat.



To really turn up the heat, have a Flame Tank collect a blue Tiberium Core. This enhances the size and damage of their fiery jets, allowing the Flame Tank to bathe whole groups of enemies in lethal fire.

Stealth Tank

Type: Medium Vehicle

Level Required: 5

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Aircraft

Vulnerable To: Cannons

Abilities: Stealthed

Upgrades: Stealth Field

Blue Tiberium Core Effect:

Increased damage and dodge



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
540	Medium	Yes	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	Yes	Medium	Medium/Medium	Medium	Medium	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Stealth Field	9	2	Increases dodge bonus of the Stealth Tank and provides a small stealth radius



Stealth Tanks are classic Nod hit-and-run vehicles. They remain hidden and at all times unless detected by special units such as Engineers, or until they're given the order to attack, at which point they become visible and vulnerable to return fire. This allows Stealth Tanks to easily stage

ambushes, emerging before unsuspecting enemies to batter them with rockets before retreating into the cover of stealth once more. Experienced Nod Commanders enjoy assailing enemies with their Stealth Tanks, quickly retreating them with a Reverse Move order afterward while the tanks reload for the next volley.



When enhanced with the Stealth Field upgrade, Stealth Tanks share the wealth by passively cloaking nearby allies. Stealth Field also gives Stealth Tanks a permanent bonus to their dodge ability, even when they're detected. This is a fantastic upgrade that allows Nod Commanders to

conceal small groups of units simply by including an upgraded Stealth Tank in each assault party. To ensure a Stealth Tank's followers stay close by, select all the units except the Stealth Tank, then press **[G]** and left-click the Stealth Tank to issue its followers the Guard Stance order. The units will then stay close by the Stealth Tank, even if they're capable of traveling much faster, ensuring that the group benefits from the tank's Stealth Field.



A Stealth Tank's potent rockets are effective against ground targets and lethal to aircraft, but they can be made even more powerful by collecting blue Tiberium Cores. Give Stealth Tanks priority when it comes to core collecting; their natural stealth makes them easier to keep alive.

Cyborg Commando



Type: Commando

Level Required: 8

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Heavy vehicles and structures

Vulnerable To: Guns

Abilities: Recovers health automatically, Hijack Vehicle (legless form)

Upgrades: Infiltration Module

Blue Tiberium Core Effect: Increased damage

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Medium/Fast	Medium	Medium	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Infiltration Module	8	2	Grants stealth to the Cyborg Commando



Cyborg Commandos are so highly trained and rare that each Nod Offense Commander may only deploy one to the battlefield at any given time. They're very similar to their GDI counterparts, except that Cyborg Commandos wield an advanced, fast-firing laser weapon instead of a cannon and rockets. This makes the Cyborg Commando lethal to structures and heavy units, which are typically not suited to combatting light units.

When upgraded with the Infiltration Module, a Cyborg Commando gains stealth, facilitating base infiltration ops. Like GDI's Commando, the Cyborg Commando naturally recovers health over time, so the ability to retreat into stealth with the use of the Infiltration Module helps this specialized infantry unit survive much longer in battle.



Give your lightly armored Cyborg Commando a fighting chance by having it collect a blue Tiberium Core. This transforms its laser into a machine gun that rapidly fires laser blasts for immense and rapid damage against heavy targets. When enhanced with a blue Tiberium Core and the Infiltration Module upgrade, a Cyborg Commando realizes its true potential and becomes a mortal threat to GDI base defenses and heavy units.

Avatar



Type: Heavy vehicle

Level Required: 12

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against:

Medium vehicles

Vulnerable To: Lasers

Abilities: Drop Cannon (lowers damage and increases speed, passive as health decreases)

Upgrades: Backup Systems

Blue Tiberium Core Effect: Adds two cannons

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,500	Heavy	No	No	Yes	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Backup Systems	14	3	Your husks will gain health over time, and automatically stand up when they reach full health, under your control

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The Avatar is a monstrous bipedal walker employed by Nod to bring terror to GDI forces. It features three giant cannons: Two on its arms, and one grafted to its chest. This makes the Avatar absolutely lethal to medium vehicles, but unlike GDI's Mammoth Tank, the Avatar has no defense against aircraft.

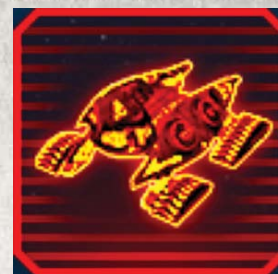
After being reduced to below half its health, an Avatar loses one of its arm cannons. When close to death, the other arm cannon is destroyed. This leaves the Avatar with only its chest cannon to defend itself, but the trade-off is a significant boost to movement speed—the walker is much lighter without its arms. An Avatar's arm cannons can be restored if the unit receives repairs; use its increased speed to retreat the damaged walker and repair it, returning the unit to the frontline with its veterancy intact.

The wounded Avatar's boost in speed can be a blessing when enemy Engineers are about. This is because Avatars leave husks behind when destroyed, which can be captured by Engineer units. If an enemy Engineer captures the husk, the Avatar's former rival gains control of the walker. Prevent this from happening to your Avatars by keeping Nod Engineers close by at all times, or by retreating them the moment one of their arms is gone. If you favor Avatars and Widows, purchase the Backup Systems upgrade, which causes all your husks to steadily regain health over time, standing up under your control when fully repaired.

To boost the Avatar's anti-vehicle prowess even further, have it stomp into contact with a blue Tiberium Core. This outfits the Avatar with two additional arm cannons, for a total of five anti-medium weapons. These arm cannons are blown off as the Avatar takes damage, so keep an Engineer or two close by at all times to administer repairs. Avatars are well worth upgrading with blue Tiberium Cores because their husks can always be brought back to life.



Widow



Type: Heavy vehicle

Level Required: 16

Tech Tier: 3

Build Time: 0:15

Command Points: 12

Strong Against: Heavy vehicles and structures

Vulnerable To: Lasers

Abilities: Burrow, Garrison Spider Tank (4)

Upgrades: Arachnophobia, Backup Systems

Blue Tiberium Core Effect: Increased damage, holds more Spider Tanks (2)

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-long	No	Yes (when burrowed)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,800	Heavy	No	Yes	Yes	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Slow/Slow	Medium-long	Medium	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Backup Systems	14	3	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Arachnophobia	17	3	Reduces experience required to gain veterancy on Spider Tanks and Widows

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Widows are massive vehicles armed with powerful lasers. Think of them as "mommy" Spider Tanks; they can burrow underground just like their "young," and they can even carry four Spider Tanks around, protecting them like infantry garrisoned inside

a structure. When a Widow emerges from the ground and deploys its Spider Tank offspring, GDI's heavy units and base defenses are in serious trouble. Purchase the Arachnophobia upgrade and your Widows and Spider Tanks will gain extra veterancy experience from each kill.

Like Avatars, Widows leave husks behind after being destroyed. You don't want GDI to steal these powerful units away, so keep Engineers close by your Widows to bring them back online the moment they fall. If you plan on using lots of Avatars and Widows (and why wouldn't you?), purchase the Backup Systems upgrade so that their fallen husks gradually regain health over time, rising up under your control when fully repaired.



After collecting a blue Tiberium Core, a Widow's laser damage is significantly increased, and the Widow is able to carry two additional Spider Tanks around, for a total of six. That's some serious anti-heavy aggression. A Widow's husk

enhanced with a blue Tiberium Core will also regain health at a faster rate when the Backup Systems upgrade has been purchased. Because their husks can be brought back online and their Burrow ability helps keep them alive, Widows are very worthy recipients of blue Tiberium Cores.

Specter



Type: Medium vehicle

Level Required: 20

Tech Tier: 3

Build Time: 0:09

Command Points: 6

Strong Against: Structures

Vulnerable To: Cannons

Abilities: Stealthed

Upgrades: Tiberium Catalyst

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
720	Medium	Yes	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	1	Slow/Slow	Long	Medium	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Tiberium Catalyst	20	3	Enhances Specter Artillery with Tiberium shells, which leave behind a cloud of Tiberium and reduce enemy armor

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The Specter is Nod's advanced anti-structure, hit-and-run unit. Similar in size and design to the Stealth Tank, Specters travel about under cover of stealth, uncloaking to unload devastating artillery bombardments once they've slipped into position. Their long firing range

means Specters can strike from outside most defense turrets' range, and their attacks' wide blast radius means they can damage multiple targets with each shot. This effect can be further enhanced by purchasing the Tiberium Catalyst upgrade, which causes each Specter shell to explode in a dense cloud of Tiberium gas, damaging units and structures over time near the impact site, and reducing their defense against following assaults.



Specters benefit from blue Tiberium Cores in several ways. Have a Specter collect a blue Tiberium Core to increase its attack damage, along with the damage over time and armor debuff caused by its shells after the Tiberium Catalyst upgrade has been purchased.

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Refire Boost	Passive Upgrade	1	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Accuracy Boost	Passive Upgrade	3	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	Passive Upgrade	4	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	Passive Upgrade	5	1	0:00	1	Increases the movement speed of all Tier 1 units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Trail of Flame	Flame Tank Upgrade	7	2	0:00	1	Grants Trail of Flame to Flame Tanks, which increases speed and leaves a trail of fire
Infiltration Module	Commando Upgrade	8	2	0:00	1	Grants stealth to the Cyborg Commando
Stealth Field	Stealth Tank Upgrade	9	2	0:00	1	Increases dodge bonus of the Stealth Tank and provides a small stealth radius
Stealth Generator	MCV Upgrade	11	2	0:00	1	The MCV becomes stealthed when unpacked
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Backup Systems	Husk Upgrade	14	3	0:00	1	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Arachnophobia	Vehicle Upgrade	17	3	0:00	1	Reduces experience required to gain veterancy on Spider Tanks and Widows
Mobile Stealth Generator	MCV Upgrade	19	3	0:00	1	The MCV becomes stealthed while mobile
Tiberium Catalyst	Specter Upgrade	20	3	0:00	1	Enhances Specter Artillery with Tiberium shells, which leave behind a cloud of Tiberium and reduce enemy armor

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Tier 1 Tech

Type: Tech upgrade
Prerequisites: None
Build Time: –
Upgrade Points: –

All Crawlers begin with the Tier 1 Tech upgrade already purchased. This upgrade makes Tier 1 units and upgrades available for production.

Refire Boost



Type: Passive upgrade
Level Required: 5
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade decreases the reload or recharge time of all Tier 1 gun and laser units, effectively causing them to attack more often. A fantastic

early upgrade for Spider Tanks, Raiders, and Scorpions, particularly when rushing Defense-class enemies whose initial defenses primarily consist of light infantry and heavy structures—prime targets for guns and lasers.

Accuracy Boost



Type: Passive upgrade
Level Required: 1
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

Once purchased, this upgrade permanently increases the chance to hit by 50 percent for Tier 1 units armed with cannons or rockets. In

addition, rockets will no longer miss when fired against moving targets, and cannons will no longer miss when fired while your units are on the move. This is a must-have upgrade if you plan to use lots of anti-medium or anti-air units, such as the Attack Bike, Avenger, and Mantis.

Range Boost

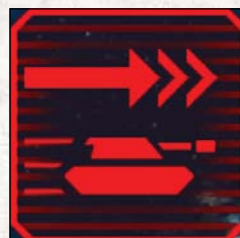


Type: Passive upgrade
Level Required: 4
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade increases the weapon and vision range of all Tier 1 units, allowing them to sight and fire on enemies from greater distances. This

is especially useful to Spider Tanks and Scorpions, helping them attack defense turrets from afar without exposing themselves to the turrets' fire.

Speed Boost



Type: Passive upgrade
Level Required: 3
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade increases the movement speed of all Tier 1 units, helping your light and medium forces traverse the battlefield with greater speed.

A fantastic upgrade that helps your Tier 1 units gather Tiberium Crystals and secure battlefield structures with greater haste. Also handy when you need to flee from slower foes—perhaps even to draw them into a nasty Nod ambush.

Tier 2 Tech



Type: Tech upgrade
Level Required: 5
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 5

This upgrade unlocks Tier 2 units and technologies, making them available for production. Purchase this upgrade when you're

ready to "tech up" and access more advanced units and technologies. This upgrade also outfits Nod's Offense Crawler with a top-mounted laser turret, transforming it into a very heavy combat unit that can do some damage on the frontline.

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Trail of Flame



Type: Flame Tank upgrade

Level Required: 7

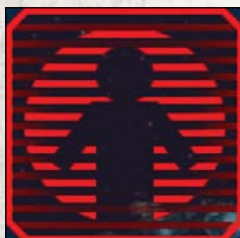
Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Purchase the Trail of Flame upgrade to give all Flame Tanks the Trail of Flame ability. When activated, this ability causes Flame Tanks to leave a wide trail of fire behind them that burns any enemies foolish enough to give chase. Flame Tanks suffer exceptional damage from rear attacks due to their large exposed fuel canisters, but this upgrade helps to deter pursuers. With or without the Trail of Flame upgrade, the Reverse Move order (D), then right-click a destination) is vital to keeping Flame Tanks alive when retreating them from combat.

Infiltration Module



Type: Commando upgrade

Level Required: 8

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

When upgraded with the Infiltration Module, a Cyborg Commando gains stealth, facilitating base infiltration ops. Like GDI's Commando, the Cyborg Commando naturally recovers health over time, so the ability to retreat into stealth with the use of the Infiltration Module helps this specialized infantry unit survive much longer in battle.

Stealth Field



Type: Stealth Tank upgrade

Level Required: 9

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

When enhanced with the Stealth Field upgrade, Stealth Tanks share the wealth by passively cloaking nearby allies. Stealth Field also gives Stealth Tanks a permanent bonus to their dodge ability, even when they're detected. This is a fantastic upgrade that allows Nod Commanders to

conceal small groups of units simply by including an upgraded Stealth Tank in each assault party. To ensure a Stealth Tank's followers stay close by, select all the units except the Stealth Tank, then press (G) and left-click the Stealth Tank to issue its followers the Guard Stance order. The units will then stay close by the Stealth Tank, even if they're capable of traveling much faster, ensuring that the group benefits from the tank's Stealth Field.

Stealth Generator



Type: MCV upgrade

Level Required: 11

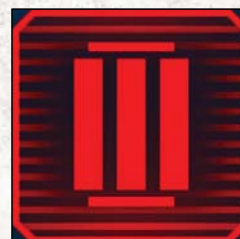
Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

This upgrade grants Nod's Offense Crawler the Stealth ability while unpacked. This has the obvious advantage of allowing the Crawler to unpack and vanish from sight while deploying units to the field. The Crawler will become visible if an enemy detector is nearby (such as an Engineer), or if it attacks nearby enemies. Issue the Crawler the Hold Fire Stance order (H) to prevent it from attacking and ensure it remains stealthed at all times while unpacked.

Tier 3 Tech



Type: Tech upgrade

Level Required: 12

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 7

This upgrade unlocks Tier 3 units and technologies, making them available for production. Invest in this upgrade to gain access to your faction's most advanced units and technologies. This upgrade also outfits Nod's Offense Crawler with a fire-spewing turret that deals blast damage to nearby foes, making it quite lethal to swarms of lighter units while its Tier 2 Tech laser carves up heavier foes.

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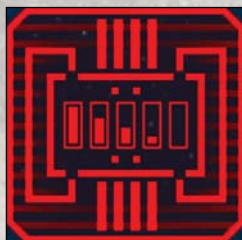
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Backup Systems



Type: Husk upgrade

Level Required: 14

Tech Tier: 3

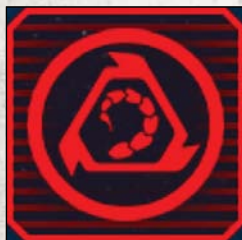
Build Time: 0:00

Upgrade Points: 1

Avatars and Widows both benefit from the Backup Systems upgrade, which causes their husks to slowly recover health over time. If

the husk is left to regain full health, it stands up on its own, under your control. This is a handy upgrade even if you plan on recapturing husks with Engineers, simply because the husks will recover health as they lie in wait. A must-have upgrade if you plan on using lots of Avatars and Widows—and why wouldn't you?

Arachnophobia



Type: Vehicle upgrade

Level Required: 17

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Arachnophobia passively causes Spider Tanks and Widows to gain veterancy faster than normal as they defeat foes and obliterate enemy structures.

A welcome upgrade, particularly in the later stages of a battle when heavy units are often deployed to the field—prime targets for these units' lasers.

Mobile Stealth Generator



Type: MCV upgrade

Level Required: 19

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

This upgrade grants Nod's Offense Crawler the Stealth ability while packed up into mobile form. This has the obvious advantage of allowing the

Crawler to remain stealthed while moving about the battlefield, vanishing from sight when a retreat is in order. The Crawler will only become visible if an enemy detector (such as an Engineer) is nearby or if it attacks nearby enemies. Issue the Crawler the Hold Fire Stance order (H) to prevent it from attacking and ensure it remains stealthed at all times while packed up.

Tiberium Catalyst



Type: Specter upgrade

Level Required: 20

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Specter's powerful artillery shells can be further enhanced by purchasing the Tiberium Catalyst upgrade, which causes each Specter

shell to explode in a dense cloud of Tiberium gas that damages all units and structures near the impact site over time. The Tiberium cloud's effect also reduces the armor of exposed units and structures, adding to their vulnerability to following assaults and hastening their destruction. Because of their potential for base devastation, Specters are often chased away by GDI defenders, forced to retreat into cover of stealth shortly after initiating an assault. This upgrade ensures each strike makes a lasting impression, no matter how brief.

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PLAYING NOD'S OFFENSE CLASS

Having no defense structures or Support Powers to rely on, Nod's Offense branch must rely solely on its units and the upgrades it can bestow upon them. This makes Nod's Offense class a straightforward class to play, but comes with the drawback of making them somewhat predictable and easy to counter.



Attack Bikes and Raiders make ideal start-of-match scouts. They're equally fast, both in terms of movement and production speed, allowing you to quickly capture key structures and obtain Tiberium Crystals just moments after Crawler deployment. Attack Bikes

counter aircraft, and Raiders can mow down lighter units. Depending on your rival's class, you may favor one unit over another.



Though slower than Attack Bikes and Raiders, Avengers, Mantises, and Scorpions also make good scouts and crystal gatherers, particularly as a match progresses. All three enjoy medium armor and a respectable amount of health, making them more difficult to uproot from vital

sites you wish to control. Their armor also helps them survive longer journeys while toting Tiberium Crystals, and their weaponry aids them in fending off hostiles. Assign Engineer escorts to these units with the Guard Stance command (select an Engineer, press **G**, then left-click the unit you wish it to guard) to increase these units' odds of survival without having to micro-manage.

TIP

Nod's Offense forces lack support, so keep plenty of Engineers around to heal your units.

If your rival is being aggressive with their Crawler or if you're up against the Defense class, Spider Tanks and Scorpions will be of great value in the early to mid-stages of a battle. Their lasers will carve up defense turrets

and slice through a Crawler's heavy armor—particularly after they've been enhanced by collecting blue Tiberium Cores. Spider Tanks are also very swift and can be used to stage "tripwire" ambushes with their Burrow ability and laser webs. This lends them versatility, allowing you to send them off to capture more remote structures or defend distant Tiberium Crystals when there are no suitable targets for their lasers.



Naturally, you'll want to secure Tiberium Crystals and tech up so you can roll out Nod's formidable Tier 2 and Tier 3 units. Flame and Stealth Tanks are excellent mid-match units, able to annihilate units and structures with their advanced weaponry. Stealth Tanks are

particularly valuable once enhanced with the Stealth Field upgrade, which causes them to passively cloak surrounding allies, effectively turning any Nod unit into a stealthed ambusher. Stealth and Flame Tanks cost the same amount of time and CPs to build as their Tier 1 peers, so start rolling them out once you've teched up to Tier 2.

TIP

*Select units you wish to conceal with an upgraded Stealth Tank, then press **G** and left-click the Stealth Tank. This causes the units to stay close by the tank, ensuring they benefit from its Stealth Field.*



Another advantage of reaching Tier 2 units quickly is that the Tier 2 Tech upgrade also outfits Nod's Offense Crawler with a powerful laser, effectively transforming it into a monstrous anti-vehicle combat unit. The best Offense Commanders will keep their upgraded Crawler

close to the action, aiding their units in battle and quickly unpacking to deploy reserves right on the spot.

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Things only get better once the Tier 3 Tech upgrade has been researched. Most Offense Commanders will conserve their UPs, working diligently to access this upgrade so they can begin rolling out fearsome Avatars, Widows, and Specters as soon as possible. Even a few of these units are game changers when used by skilled Commanders, so avoid the common mistake of building too many. Though extremely powerful, Avatars and Widows are also quite slow and won't serve you well when attempting to respond to situations across the battlefield. Balance out their lack of speed by keeping medium units around—this will also make you more difficult to counter. If you build nothing but Avatars and Widows, your rival can simply build leagues of medium anti-heavy units, which are deadly in numbers and also can be tasked with crossing the battlefield to secure structures you've left undefended.

COMBATTING NOD'S OFFENSE CLASS

Without the benefit of defensive structures or Support Powers, and suffering a serious lack of supporting units, Nod's Offense class is somewhat limited. Stealth is their main advantage; nullify this by keeping plenty of detector units, such as Engineers and Bulldogs, around at all times. Expect Nod Offense Commanders to bring lots of light and medium vehicles to the field from the get-go, and counter these units with loads of gun and cannon forces. Make certain to eliminate their Engineers with gun units as well—they're the Nod Offense class's one and only brand of support unit, and Nod's Offense suffers greatly without the benefit of their repairs. Cripple their units with Support Powers and halt their advance with defense structures if you're playing the Support or Defense class.

As battle wages on, many inexperienced Nod Offense Commanders tend to become "heavy crazy," rolling out nothing but Avatars and Widows once they have the option. Both of these units feature heavy armor, so you can easily counter them by producing legions of light and medium laser and blast units. Such units take less time to build than Avatars and Widows, and their superior speed comes in handy once you've got Nod on the run. Fan out your forces after crippling their heavy hitters, sending one or two units to capture the key structures that the Brotherhood has left undefended.

TIP

Try stealing Nod's Avatars and Widows away by capturing their fallen husks with Engineers.

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Nod—Defense Class

Nod's Defense class is charged with the unenviable task of keeping conquered territory safe from the forces of GDI. They accomplish this effort much as GDI would: By quickly raising Bunkers and defense turrets to fortify their positions. The Brotherhood's Defense arm is the only one capable of building such defensive structures, including their devastating Super-weapon, the Temple of Nod. Defense-class Crawlers also can produce a few different supportive units that administer repairs, helping keep their base

defenses in good shape as GDI's troops crash against them. Once they've dug into position, Nod Defense forces are extremely difficult to remove—GDI is therefore advised to prevent them from establishing their formidable bases.

NOD DEFENSE UNITS

Light Tier 1 units make up the bulk of the Brotherhood's Defense arm. This grants Nod Defense Commanders the ability to quickly flood the battlefield with the appropriate units, rapidly reinforcing positions and countering GDI's attempts to push them out of captured lands.

NOD DEFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Defense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units, researches upgrades, and builds structures; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Defensive Matrix, Mobility Matrix
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Ascended	Light Infantry	1	1	0:07	3	250	Rocket	Light	Recovers health automatically	Accuracy Boost, Dark Armaments, Medical Training, Range Boost, Speed Boost
Devout	Light Infantry	1	1	0:07	3	250	Gun	Light	Recovers health automatically	Dark Armaments, Medical Training, Range Boost, Refire Boost, Speed Boost
Enlightened	Light Infantry	1	1	0:07	3	250	Cannon	Light	Recovers health automatically	Accuracy Boost, Dark Armaments, Medical Training, Range Boost, Speed Boost
Slave	Utility Vehicle	2	1	0:06	3	200	Repair Beam	Light	Build Outpost, Incendiary Mines, Repair	Enhanced Repairs, Range Boost, Speed Boost
Reaper	Light Infantry	3	1	0:07	3	275	Laser	Light	Recovers health automatically	Dark Armaments, Medical Training, Range Boost, Refire Boost, Speed Boost
Centurion	Medium Vehicle	5	1	0:09	6	600	Cannon	Medium	Reflective Shield (when still)	Accuracy Boost, Range Boost, Speed Boost
Black Hand	Light Infantry	6	2	0:09	6	500	Blast	Light	Ignite Ground	Holy Water (requires Dark Armaments), Medical Training
Reckoner	Medium Vehicle	8	2	0:09	6	900	--	Medium	Garrison Infantry (3), Unpack	Drilltip
High Confessor	Light Infantry	12	3	0:11	10	750	Blast	Light	Tiberium Launcher (decreases armor and damages over time, passive)	Medical Training
Aftershock	Heavy Vehicle	14	3	0:15	12	2,100	Blast	Heavy	Unpack (only fires when unpacked)	Backup Systems (Offense-class upgrade)
Underminer	Heavy Vehicle	18	3	0:11	10	1,500	Blast	Heavy	Penetrator Burrowblast (long range burrowed artillery)	--

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Defense MCV

Type: MCV

Level Required: 1

Tech Tier: 1

Build Time: –

Command Points: –

Strong Against: –

Weak Against: Lasers

Abilities: Creates units and researches upgrades; a new

MCV can be deployed in a Deploy Zone if destroyed

Upgrades: Tier 1 Tech, Tier 2 Tech, Tier 3 Tech,

Defensive Matrix, Mobility Matrix



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Very Slow	500	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
3,000	Heavy	No	No	No	Yes (when unpacked)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser (requires Tier 2 Tech upgrade)	Yes	--	Slow/Slow	Medium-long	Medium-low	Line
Laser (requires Tier 3 Tech upgrade)	Yes	--	Slow/Slow	Medium-long	Medium-high	Line

UPGRADES

Name	Level Required	Tech Tier	Notes
Tier 1 Tech	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Tier 2 Tech	5	1	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Defensive Matrix	11	2	Allows the MCV to deploy a shield when it is unpacked
Tier 3 Tech	12	2	Unlocks Tier 3 units and upgrades and further improves the MCV
Mobility Matrix	20	3	Upgrade the Mobility Matrix to allow the MCV to remain shielded while packed and mobile



There's a lot to know about MCVs, so consult the "Basic Training" chapter for complete details on how to operate these versatile vehicles.



Once upgraded to Tier 2 Tech, Nod's Defense Crawler gains a pair of top-mounted Obelisk of Light turrets that deal blast damage, transforming it into a sort of mobile defense structure. The Obelisk turrets only activate when the Crawler is unpacked, and they become more powerful when the Tier 3 Tech upgrade is researched. The two Matrix upgrades outfit the Crawler with powerful shields that not only protect the Crawler, but also any units stationed nearby within the shield. Units protected by shields can fire out at enemies, but the shield must be destroyed by enemy fire before the sheltered units can be harmed.

Engineer

Type: Utility infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: –

Weak Against: Gun

Abilities: Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection

Upgrades: Range Boost, Speed Boost



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-Fast	Medium	Yes	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units



Engineers are multipurpose infantry that navigate the battlefield with great ease thanks to their natural speed and Cliffjumping ability. Send Engineers to clear out enemy mines or capture the fallen husks of giant walker units for the benefit of your army. Engineers

will also automatically administer repairs to nearby wounded allies, keeping your frontline fighters alive even longer than normal.

Ascended

Type: Light infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Aircraft

Vulnerable To: Guns

Abilities: Recovers health automatically

Upgrades: Accuracy Boost, Dark Armaments, Medical Training, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
250	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	Medium	Medium/Medium	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	2	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Dark Armaments	7	2	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	9	2	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building

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The Ascended are the Brotherhood's primary Tier 1 anti-air units—in fact, they're the only rocket-armed units to be found among Nod's Defense legions. This makes Ascended extremely valuable in battles waged against GDI Support Commanders, who commonly

employ vast amounts of aircraft. Combine Ascended with Rocket Pod structures for early anti-air strength, and garrison your Ascended into Bunkers to prolong their lifespans.

The Speed and Accuracy Boost upgrades are valuable to Ascended, helping them quickly reach forward defensive positions and ensuring their rockets find their mark. When you advance to Tier 2 Technology, purchase the Dark Armaments upgrade to increase the movement speed and attack damage of all Ascended, further aiding their ability to repel aircraft. All Nod Defense infantry gain health over time, but this effect can be enhanced with the Medical Packs upgrade, which increases their health by 75 points each and causes them to recover health more rapidly while garrisoned inside structures or vehicles.

Devout



Type: Light infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Light units

Vulnerable To: Guns

Abilities: Recovers health automatically

Upgrades: Dark Armaments, Medical Training, Range Boost, Refire Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
250	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	No	Medium	Slow/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	4	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Dark Armaments	7	2	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	9	2	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building



The Devout are light infantry and the only units in Nod's Defense arm that wield guns. This makes the Devout extremely valuable in the early stages of battle, when GDI's light scouts are ubiquitous. Use Devout to secure Tiberium Crystals and defend these vital sites against GDI's light crystal

harvesters. Give them a fighting chance by erecting Bunkers for the Devouts to garrison, and by improving their defensive abilities with the Range Boost and Refire Boost. The Dark Armaments upgrade provides no speed boost to Devouts, but instead outfits them with a second machine gun and expands their clip size, making them far more deadly to light foes.

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Enlightened

Type: Light infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Medium vehicles

Vulnerable To: Guns

Abilities: Recovers health automatically

Upgrades: Accuracy Boost, Dark Armaments, Medical Training, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
250	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	No	--	Fast/Fast	Medium	Low	None
Blast (requires Dark Armaments)	--	1	--/--	Melee	Medium	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	2	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; cannon units will no longer miss when moving
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Dark Armaments	7	2	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	9	2	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building



Offense Crawlers; they pair up very nicely with Centurions. Enhance the Enlightened's weaponry with the Accuracy Boost to reduce the chances of missing and give them the Range Boost to make them more effective while garrisoning Bunkers and the like. Like all Nod Defense infantry, the Enlightened gain health over time, and this effect can be enhanced with the Tier 2 Medical Packs upgrade, which also adds 75 points to all infantry units' health.



When you advance to Tier 2 technology, purchase the Dark Armaments upgrade to transform all Enlightened into crazed suicide units. Once upgraded, all Enlightened will lose their legs instead of dying when reduced to zero health. In their legless form, Enlightened will slowly crawl toward the nearest enemy and explode, dealing significant blast damage in a wide area—extremely effective against groups of units. Upgraded Enlightened can even be sent into enemy bases for suicide bombing runs against their defense structures.

Slave

Type: Utility vehicle

Level Required: 2

Tech Tier: 1

Build Time: 0:06

Command Points: 3

Strong Against: —

Vulnerable To: Guns

Abilities: Build Outpost, Incendiary Mines, Repair

Upgrades: Enhanced Repairs, Range Boost, Speed Boost



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	100	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
200	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Melee Repair	No	--	--/--	Melee	--	--
Blast (Incendiary Mine)	--	4	Very slow/Fast	--	Low	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Enhanced Repairs	10	2	Increases the repair speed of the Nod Slave, and increases the repair radius and amount repaired by the Defense MCV



Nod's Slave is similar to GDI's Dozer: An Outpost-building unit with limited defensive capabilities. Keep a couple of these light utility vehicles on hand at all times, spreading them out to build Outpost structures at key regions of a map, such as TCN Nodes and Tiberium Crystal spawning sites. These Outposts provide an ample build radius, allowing you to set down defense structures across great distances while your Crawler focuses on reinforcing other sites with Nod combat units.



Slaves also can repair units and structures faster than Engineers, though they must move into contact with the target in order to begin welding. They also can lay down small, stealthed incendiary minefields that deal modest damage to enemies, igniting them and dealing temporary damage over time—very handy when reinforcing a perimeter or when being chased down by hostile pursuers.

Reaper

Type: Light infantry

Level Required: 3

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Heavy vehicles and structures

Vulnerable To: Guns

Abilities: Recovers health automatically

Upgrades: Dark Armaments, Medical Training, Range Boost, Refire Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
275	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Slow/Slow	Medium	Low	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	4	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units
Dark Armaments	7	2	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	9	2	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building

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Reapers are small, insect-like infantry units that fire low-output lasers. They're the only laser units to be found in the Brotherhood's Defense army, which makes them suitable to early game attacks on GDI base defenses and outposts, as well as later game defense against heavy hostiles. Garrison Reapers inside Bunkers and give them the Range and Refire Boost upgrades for maximum anti-heavy defense.



As Nod Defense infantry, Reapers passively gain health over time, and their maximum health can be increased by 75 points with the purchase of the Tier 2 Medical Training upgrade, which also causes all Nod Defense infantry to recover health faster while garrisoned inside vehicles or structures. When enhanced with the Dark Armaments upgrade, all Reapers' lasers prism off their initial target, allowing Reapers to damage multiple enemy units or structures with each attack.

Centurion

Type: Medium vehicle

Level Required: 5

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against:

Medium vehicles

Vulnerable To: Cannons

Abilities: Reflective Shield (when still)

Upgrades: Accuracy Boost, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	No	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	2	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



Centurions are large bipedal vehicles that tower over the Brotherhood's infantry. Designed to thwart GDI tanks, Centurions are armed with powerful cannons that punch through medium armor. When they're not moving or attacking, these robotic warriors also automatically raise

energy shields that grant them a chance to reflect gun, cannon, and laser attacks, reducing these attacks' damage and returning some of the fire back at the attacker. Augment Centurions with the Speed Boost upgrade and rush them to vital sites to defend them against GDI's light units and medium vehicles.

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Black Hand

Type: Light infantry

Level Required: 6

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: Structures

Vulnerable To: Guns

Abilities: Holy Water

(requires Dark Armaments upgrade), Ignite Ground

Upgrades: Dark Armaments, Medical Training



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium-short	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
500	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	Medium	Medium/Medium	Medium-short	Medium	None
Blast (ground fire)	--	--	--/--	--	Low (damage over time)	Varies
Blast (Holy Water, requires Dark Armaments upgrade)	--	--	Slow/Fast	Medium	Low (damage over time)	Large circular

UPGRADES

Name	Level Required	Tech Tier	Description
Dark Armaments	7	2	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	9	2	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building

The Black Hand are advanced anti-structure infantry accessible once the Tier 2 Tech upgrade has been researched. Their short-range flamethrowers deal significant damage to structures and groups of clustered foes. Like all fire-based weapons, these flamethrowers ignite their victims, dealing damage over time for a brief period. Fire weapons also ignite the ground at the spot where they're unleashed, leaving flames that persist for a short time and damage any unit that wanders into contact.



When outfitted with the Dark Armaments upgrade, the Black Hand gain the Holy Water ability, which enables them to heave vials of a toxic substance at a nearby targeted area. The substance immediately evaporates into a deadly cloud that gradually expands, dealing damage over time to all units and structures the cloud envelopes. This further adds to the Black Hand's ability for "crowd control."



Reckoner

Type: Medium vehicle

Level Required: 8

Tech Tier: 2

Build Time: 0:09

Command Points: 6

Strong Against: --

Vulnerable To: Cannons

Abilities: Garrison Infantry (3), Unpack

Upgrades: Drilltip



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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	400	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
--	--	--	--/--	--	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Drilltip	13	3	Grants the Burrow ability to the Reckoner and increases its health (by 300)



The Reckoner is a weaponless infantry transport unit. Unlike GDI's Tier 3 Armadillo, the Reckoner is a Tier 2 unit that's accessible much earlier in a conflict. The Reckoner has less armor and health than its counterpart, however, and its infantry passengers cannot fire out of the Reckoner until

it uses its Unpack ability to quickly deploy into stationary form. Once the Reckoner has unpacked, it gains a bonus to its armor and vision range, and its passengers are free to fire away on surrounding foes.

With the purchase of the Drilltip upgrade, the Reckoner gains the Burrow ability, allowing it to dive underground and transport its passengers unnoticed—or to vanish from sight prior to destruction. This upgrade opens up all manner of nasty tactics to crafty Nod Defense Commanders, effectively allowing them to burrow all their infantry units—particularly nasty when they unburrow groups of Reapers, Black Hands, or High Confessors in the midst of GDI bases. However, if a Reckoner is destroyed while burrowed, all its passengers are lost. It's therefore best not to burrow your Reckoners if they're about to be destroyed when enemy Engineers or other detectors are about; let the Reckoner fall so that its passengers are forced out, undamaged and able to continue the fight.



High Confessor



Type: Light infantry

Level Required: 12

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against: Structures

Vulnerable To: Guns

Abilities: Tiberium Launcher (decreases armor and damages over time, passive)

Upgrades: Medical Training

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
750	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	--	Slow/Slow	Medium	Medium (damage over time)	Chain reaction

UPGRADES

Name	Level Required	Tech Tier	Description
Medical Training	9	2	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building

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High Confessors are advanced crowd-control infantry armed with specialized Tiberium Launchers. When attacking a group of hostiles, the High Confessor's Tiberium Launcher automatically "leaps" off the initial target, striking other nearby units and structures in a chain reaction that deals damage over time and reduces the armor of each affected foe. The damage lessens with each leap, but the overall effect is devastating to enemy groups. Combined with Black Hands, High Confessors are extremely effective at crowd control and base assaults.



Aftershock



Type: Heavy vehicle

Level Required: 14

Tech Tier: 3

Build Time: 0:15

Command Points: 12

Strong Against: Structures

Vulnerable To: Lasers

Abilities: Unpack (only fires when unpacked)

Upgrades: Backup Systems (Offense-class upgrade)

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
2,100	Heavy	No	No	Yes	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	Yes	--	--/--	Medium	Medium (damage over time)	Large circular

UPGRADES

Name	Level Required	Tech Tier	Description
Backup Systems (Offense-class upgrade)	14	3	Your husks will gain health over time, and automatically stand up when they reach full health, under your control



The Aftershock is Nod's heavy defensive vehicle, enjoying the highest health of any unit in the game (not counting Crawlers). It has no weapon systems while moving about in mobile form and must unpack to become a threat.



Once unpacked, the Aftershock gains increased armor and begins its automated attack cycle. First, it causes a powerful localized earthquake that slows all surrounding enemy ground units, reducing their chance to dodge and dealing significant blast damage over time.

Eventually the earth will crack, releasing a large cloud of Tiberium vapor

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to the surface that damages surrounding foes over time. Hostiles caught by the cloud also become infected, continuing to take damage even if they flee and suffering reduced armor for a time.

Like the Offense class's Avatars and Widows, Aftershocks are

not truly lost when defeated. Instead they leave behind a husk that can be captured by any army's Engineer to bring the Aftershock back online under the control of the capturing force. It's therefore wise to keep Engineers close by your Aftershocks to ensure they're not lost to the enemy. If you've been playing the Offense class and have purchased the Backup Systems upgrade for Avatars and Widows, your Aftershock husks can benefit from this as well, gradually gaining health and returning to operational form once they've been fully healed.

Underminer

Type: Heavy vehicles

Level Required: 18

Tech Tier: 3

Build Time: 0:11

Command Points: 10

Strong Against: Structures

Vulnerable To: Lasers

Abilities: Penetrator Burrowblast (long-range burrowed artillery)

Upgrades: –



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium-long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,500	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	--	Slow/Slow	Medium-long	Medium	Medium circular

The Underminer is an advanced heavy artillery unit built to bring destruction to GDI bases. It attacks by launching underground explosive projectiles at distant targets, causing heavy blast damage without warning when they surface and erupt. Roll these powerful artillery units out when you wish to uproot GDI defenses.



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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Range Boost	Passive Upgrade	1	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	Passive Upgrade	2	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Refire Boost	Passive Upgrade	4	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	Passive Upgrade	5	1	0:00	1	Increases the movement speed of all Tier 1 units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Dark Armaments	Infantry Upgrade	7	2	0:00	1	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	Infantry Upgrade	9	2	0:00	1	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building
Enhanced Repairs	Utility Upgrade	10	2	0:00	1	Increases the repair speed of the Nod Slave, and increases the repair radius and amount repaired by the Defense MCV
Defensive Matrix	MCV Upgrade	11	2	0:00	1	Allows the MCV to deploy a shield when it is unpacked
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Drilltip	Reckoner Upgrade	13	3	0:00	1	Grants the Burrow ability to the Reckoner and increases its health (by 300)
Improved Concealment	Structure Upgrade	15	3	0:00	1	Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel
Enhanced Shields	Structure Upgrade	19	3	0:00	1	Increases the shield health and regeneration of the MCV and Disruption Tower
Mobility Matrix	MCV Upgrade	20	3	0:00	1	Upgrade the Mobility Matrix to allow the MCV to remain shielded while packed and mobile

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Tier 1 Tech

Type: Tech upgrade
Prerequisites: None
Build Time: –
Upgrade Points: –

All Crawlers begin with the Tier 1 Tech upgrade already purchased. This upgrade makes Tier 1 units and upgrades available for production.

Range Boost



Type: Passive upgrade
Level Required: 4
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade increases the weapon and vision range of all Tier 1 units, allowing them to sight and fire on enemies from greater distances. This

is especially useful to the Defense class's many infantry units, helping them assail inbound attackers from range while holed up inside Bunkers and the like.

Accuracy Boost



Type: Passive upgrade
Level Required: 1
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

Once purchased, this upgrade permanently increases the chance to hit by 50 percent for Tier 1 units armed with cannons or rockets. In

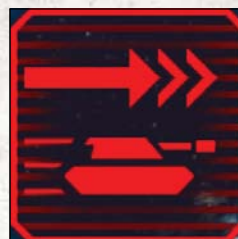
addition, rockets will no longer miss when fired against moving targets, and cannons will no longer miss when fired while your units are on the move. This is a very handy upgrade if you plan to use lots of anti-medium or anti-air units, such as the Ascended, Enlightened, and Centurion.



Refire Boost

Type: Passive upgrade
Level Required: 5
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade decreases the reload or recharge time of all Tier 1 gun and laser units, effectively causing them to attack more often. A welcome early upgrade when rushing Defense-class enemies whose initial defenses primarily consist of light infantry and heavy structures—prime targets for the Devouts' guns and Reapers' lasers.



Speed Boost

Type: Passive upgrade
Level Required: 3
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 1

This upgrade increases the movement speed of all Tier 1 units, helping your light and medium forces traverse the battlefield with greater speed. An important upgrade for the Defense class, which suffers from a lack of speed but relies on capturing and holding key regions of the battlefield before their rival can muster groups of powerful units. For the Ascended, this upgrade's effect can be further enhanced when paired with the Tier 2 Dark Armaments upgrade, which also enhances the movement speed of Ascended units.



Tier 2 Tech

Type: Tech upgrade
Level Required: 5
Tech Tier: 1
Build Time: 0:00
Upgrade Points: 5

This upgrade unlocks Tier 2 units and technologies, making them available for production. Purchase this upgrade when you're ready to "tech up" and access more advanced units and technologies. This upgrade also adds twin Obelisk of Light laser turrets to the top of the unpacked Nod Defense Crawler, helping it repel heavy hostiles and attack enemy bases. The turrets are stored while the Crawler is packed up and mobile.

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Dark Armaments



Type: Infantry upgrade

Level Required: 7

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Dark Armaments is an extremely valuable Tier 2 upgrade that greatly enhances many of Nod's Defense infantry units. Many of the beneficiaries are Tier 1 units, so a minimum of 6 Upgrade Points must be collected before they can benefit from Dark Armaments (5 UPs for the Tier 2 Tech upgrade and another UP for Dark Armaments). Each unit receives its own unique upgrades, as follows:

Ascended: Rockets deal extra damage and units gain enhanced movement speed

Devout: Gains a second machine gun and an expanded clip, greatly enhancing anti-light capabilities

Enlightened: Causes defeated Enlightened to lose legs and crawl toward foes, exploding for area blast damage

Reaper: Laser prisms off initial target to damage multiple nearby foes

Black Hand: Enables Holy Water ability, a targeted secondary attack that spawns a toxic gas cloud when used

Medical Training



Type: Infantry upgrade

Level Required: 9

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once researched, this upgrade permanently increases the maximum health of all Nod Defense infantry by 75 points and also hastens their natural health recovery while garrisoned inside Bunkers, Reckoners, or any garrisonable map structure. A highly valuable upgrade that pays dividends throughout a battle, prolonging the lifespan of Nod's fragile infantry and freeing up Engineers and Slaves to focus on vehicle and structure repair.

Enhanced Repairs



Type: Utility upgrade

Level Required: 10

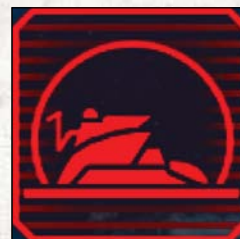
Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

This worthy upgrade significantly increases the speed at which Engineers, Slaves, and the unpacked Nod Defense Crawler can repair units and structures. Purchase this upgrade to keep your valuable units and structures in good repair as they hold vital grounds.

Defensive Matrix



Type: MCV upgrade

Level Required: 11

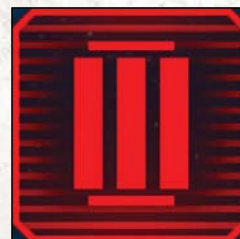
Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once outfitted with this valuable upgrade, the Nod's Defense Crawler gains a powerful shield (1,000) while unpacked, helping it protect its units and itself from harm. All shields recharge over time, even if they're completely brought down by enemy fire, so this upgrade is sure to pay dividends throughout a conflict.

Tier 3 Tech



Type: Tech upgrade

Level Required: 12

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 7

This upgrade unlocks Tier 3 units and technologies, making them available for production. Invest in this upgrade to gain access to your faction's most advanced units and technologies. The Tier 3 Tech upgrade also greatly enhances the damage output of the Nod Defense Crawler's Obelisk turrets, transforming it into an extremely dangerous base assault vehicle—particularly when upgraded with the strong shields provided by the Defense and Mobility Matrix upgrades.

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Drilltip



Type: Reckoner upgrade

Level Required: 13

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

With the purchase of the Drilltip upgrade, the Reckoner gains the Burrow ability, allowing it to dive underground and transport its passengers unnoticed—or to vanish from sight prior to destruction. This upgrade opens up all manner of nasty tactics to crafty Nod Defense Commanders, effectively allowing them to burrow all their infantry units—particularly nasty when they unburrow groups of Reapers, Black Hands, or High Confessors in the midst of GDI bases. However, if a Reckoner is destroyed while burrowed, all its passengers are lost. It's therefore best not to burrow your Reckoners if they're about to be destroyed when enemy Engineers or other detectors are about; let the Reckoner fall so that its passengers are forced out, undamaged and able to continue the fight.

Improved Concealment



Type: Structure upgrade

Level Required: 15

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

When GDI rivals use detectors effectively, use this upgrade to squeeze more juice out of your structures' stealth fields. Improved Concealment significantly enhances the natural dodge bonus provided by the stealth fields of upgraded Outposts, Disruption Towers, and Burrow Tunnels, helping nearby Nod units evade attacks even when their stealth cover fails.

Enhanced Shields



Type: Structure upgrade

Level Required: 19

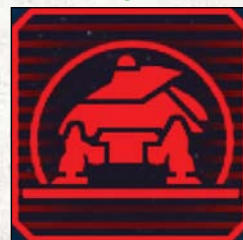
Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

Shields are a key advantage of the Defense class, and this upgrade enhances all of them. Once purchased, Enhanced Shields doubles the shield strength of the Disruption Tower and upgraded Defense MCV. Because these shields naturally recharge over time, this is one of the most valuable upgrades that can be purchased—especially when combined with Enhanced Repairs.

Mobility Matrix



Type: MCV upgrade

Level Required: 20

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Mobility Matrix expands on the Defense Matrix, granting Nod's Defense Crawler the ability to keep up its shield while mobile. This does not create two independent shields; they're one and the same. You also do not need to purchase the Defense Matrix first in order to benefit from the Mobility Matrix; you can purchase the Mobility Matrix first if you like, granting your Crawler some extra protection when it's forced to pack up and retreat.

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Name	Type	Level Required	Tech Tier	Build Time	Power Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Bunker	Garrisonable Structure	1	1	0:08	3	500	--	Heavy	Garrison Infantry (2), Burrow (requires Reinforce)	Reinforce
Outpost	Expansion Structure	2 (for Slave)	1	0:10	3	300	--	Heavy	Provides build radius, vision, and stealth detection	Comm. Tower, Improved Concealment, Stealth Field
Viper Turret	Defense Turret	3	1	0:15	6	500	Cannon	Heavy	Burrow (requires Reinforce)	Reinforce
Rocket Pod	Defense Turret	4	1	0:15	6	450	Rocket	Heavy	Burrow (requires Reinforce)	Reinforce
Burrow Tunnel	Transportation Structure	5	2	0:10	2	600	--	Reinforced	Light and medium units instantly travel between tunnels	Expand Network, Improved Concealment
Obelisk of Light	Defense Turret	7	2	0:20	10	750	Laser	Reinforced	Spectrum (links with nearby Obelisks to increase damage, passive)	Prism Upgrade
Flame Column	Defense Turret	10	2	0:20	10	750	Blast	Reinforced	Fuel Air Bomb	Flamethrowers
Disruption Tower	Defense Shield	16	3	0:20	10	500 (750 Shields)	--	Reinforced	Shield Sphere, Stealth Mode	Enhanced Shields, Improved Concealment
Incinerator	Defense Turret	19	3	0:25	12	900	Blast	Reinforced	Area damage increases while continuing to target one location	--
Temple of Nod	Superweapon	20	3	0:30	15	1,125	--	Reinforced	Tiberium Catalyst Missile, Emergency Detonation (missile detonates when structure is destroyed)	--

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Bunker

Type: Garrisonable structure

Level Required: 1

Tech Tier: 1

Build Time: 0:08

Power Points: 3

Strong Against: –

Vulnerable To: Lasers

Abilities: Garrison Infantry (2), Burrow (requires Reinforce)

Upgrades: Reinforce (Bunker)



RECONNAISSANCE STATS

Vision Detector

Medium No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

500 Heavy No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

-- -- -- --/-- -- -- --

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Reinforce (Bunker) 0:05 1 Upgrade to Reinforced Armor and gain the Burrow ability



inbound hostiles. Even if an enemy force manages to destroy a Bunker with concentrated laser attacks, they may find their weaponry largely ineffective against the lightly armored troops that spill out of the Bunker after its destruction, none the worse for wear.



For the bargain price of just one additional Power Point, any Bunker can be enhanced with the Reinforce (Bunker) structure upgrade, improving their armor from heavy to reinforced. Reinforced Bunkers are far more difficult to destroy, particularly in the early stages of a battle when blast weaponry is difficult to come by. Upgraded Nod Bunkers also gain the Burrow ability, allowing them to conceal themselves and their occupants, popping up to surprise GDI assault groups that may have underestimated their rival's defenses.

With the combined benefits of helping repel light enemies and giving Nod infantry a place to hole up—all at a low PP cost—Bunkers are extremely valuable and worthy defense structures that wise Defense Commanders will use to great effect.

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Outpost

Type: Expansion structure

Level Required: 2 (for Slave)

Tech Tier: 1

Build Time: 0:10

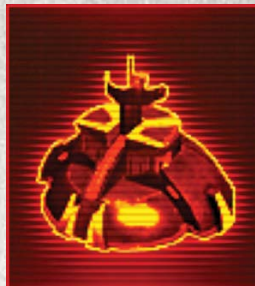
Power Points: 3

Strong Against: --

Vulnerable To: Lasers

Abilities: Provides build radius, vision, and stealth detection

Upgrades: Comm. Tower, Improved Concealment, Stealth Field



RECONNAISSANCE STATS

Vision	Detector
Medium	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
300	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
--	--	--	--/--	--	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Improved Concealment	15	3	Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel

STRUCTURE UPGRADES

Name	Build Time	Power Points	Description
Comm. Tower	0:05	1	Add a Comm. Tower to the Outpost, increasing vision range, stealth detection range, and build radius
Stealth Field Outpost Upgrade	0:10	1	Stealths nearby units and structures



radius; this is because Outposts themselves provide a generous build radius for Defense Commanders to utilize.

A key Defense-class strategy involves sending Slaves to build Outposts at vital regions of the map early on. This allows Defense Commanders to deploy turrets and the like at these critical sites from clear across the battlefield, without having to advance and unpack their Crawler. Outposts are therefore extremely useful for locking down key regions before the enemy can muster significant counter-forces.



Outposts can be upgraded in several ways to enhance their value. The Comm. Tower structure upgrade increases an Outpost's build radius and vision/detection range—handy if you'd like to use a single Outpost to lay down defenses at two adjacent sites. The Stealth Field structure upgrade is fantastic, cloaking all nearby units and structures, including the Outpost itself, enhancing nearby units' dodge ability, and making it very difficult for GDI to determine the strength of the station's defenses. Purchase the Tier 3 Improved Concealment upgrade to increase the effect of the Outpost's dodge bonus when the Stealth Field structure upgrade is in effect.

Enemies are certain to target your Outposts, aiming to hamper your ability to dig in to vital areas. After erecting an Outpost, have the Slave that built it guard the structure (G key, then left-click the Outpost) to ensure the Outpost receives immediate repairs the moment it takes any damage. You also may wish to place your defense turrets close to your Outposts, at least in the early stages of a battle, so that the turrets may benefit from the structure's Stealth Field after the Stealth Field structure upgrade is purchased.

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Viper Turret



Type: Defense turret

Level Required: 3

Tech Tier: 1

Build Time: 0:15

Power Points: 6

Strong Against: Medium vehicles

Vulnerable To: Lasers

Abilities: Burrow (requires Reinforce)

Upgrades: Reinforce (Viper Turret)

RECONNAISSANCE STATS

Vision Detector

Medium-high No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

500 Heavy No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Cannon Yes -- Medium/Medium Medium-high Medium None

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Reinforce (Viper Turret) 0:10 1 Upgrade to Reinforced Armor, increase health (by 150), and gain the Burrow ability



these powerful turrets queued up during the early stages of each battle so you can quickly place them around your Crawler and Outposts the moment they're assembled.



them the Burrow ability. Once burrowed, a Viper Turret cannot be seen or fired upon unless a GDI detector unit is nearby to identify it. Upgraded Viper Turrets are vastly superior to their standard form and will serve you much better in holding a region throughout the early to mid-stages of a battle.

Viper Turrets are Nod's primary anti-ground defense turrets, vital in battles waged against GDI Offense and Defense Crawlers. Their potent shells deal significant damage against medium-armored threats, but they cannot fire upon aircraft.

It's wise to keep a number of

When the chance permits and no enemies are about, improve your Viper Turrets by spending a single Power Point to purchase the Reinforce (Viper Turret) upgrade for each one. This adds 150 points to their health, upgrades their armor from heavy to reinforced, and also grants

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Rocket Pod

Type: Defense turret

Level Required: 4

Tech Tier: 1

Build Time: 0:15

Power Points: 6

Strong Against: Aircraft

Vulnerable To: Lasers

Abilities: Burrow (requires Reinforce)

Upgrades: Reinforce (Rocket Pod)



RECONNAISSANCE STATS

Vision **Detector**

Medium No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

450 Heavy No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Rockets Yes Medium Medium/Medium Medium Medium Small circular

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Reinforce (Rocket Pod) 0:10 1 Upgrade to Reinforced Armor, increase health (by 100), and gain the Burrow ability



Support Commanders—Rocket Pods are sure to serve you better.



Pod and ensures greater effectiveness in repelling threats on land and in the sky.

When faced with a Support-class rival, favor Rocket Pods over Viper Turrets. Rocket Pods pack less of a punch against ground forces, but their rockets are deadly to light and medium aircraft. Viper Turrets cannot fire on airborne threats, so they're easily countered by

Be sure to enhance your Rocket Pods with the Reinforce (Rocket Pod) structure upgrade to add 100 points to their health, improve their armor from heavy to reinforced, and grant the Rocket Pod the Burrow ability. This costs only one Power Point per Rocket

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Burrow Tunnel

Type: Transportation structure

Level Required: 5

Tech Tier: 2

Build Time: 0:10

Power Points: 2

Strong Against: –

Vulnerable To: Blasts

Abilities: Light and medium units instantly travel between tunnels

Upgrades: Expand Network, Improved Concealment



RECONNAISSANCE STATS

Vision **Detector**

400 No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

600 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

-- -- -- --/-- -- --

UPGRADES

Name **Level Required** **Tech Tier** **Description**

Improved Concealment 15 3 Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Expand Network 0:10 1 Gains additional health (200), allows the transport of heavy units, and projects a stealth field around nearby allies



near your Crawler. Once both Burrow Tunnels are in place, you'll be able to send light and medium units through the Burrow Tunnels, quickly moving troops from your Crawler to your Outpost (and back again, if need be), helping you reinforce either position quickly.



The Expand Network structure upgrade greatly enhances Burrow Tunnels, increasing their health by 200 points and causing the Burrow Tunnel to emit a stealth field that cloaks the tunnel and all nearby units and structures, bestowing a dodge bonus to units even when they're detected. This structure upgrade also allows heavy units such as Aftershocks and Underminers to travel through the Burrow Tunnels, which comes in handy as the battle wages on. Don't wait until you unlock heavy units to purchase the Expand Network structure upgrade, however—the added health and stealth field are worthwhile on their own. Later, the Burrow Tunnels' stealth fields can be enhanced with the Tier 3 Improved Concealment upgrade, which increases the dodge bonus to units stationed within range of the field.

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Obelisk of Light

Type: Defense turret

Level Required: 7

Tech Tier: 2

Build Time: 0:20

Power Points: 10

Strong Against: Heavy units and structures

Vulnerable To: Blasts

Abilities: Spectrum (links with nearby Obelisks to increase damage, passive)

Upgrades: Prism Upgrade



RECONNAISSANCE STATS

Vision **Detector**

Medium-long No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

750 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Laser Yes -- Slow/Slow Medium-long Medium Line

STRUCTURE UPGRADES

Name **Build Time** **Power Points** **Description**

Prism Upgrade 0:15 1 Increases hit points (by 300) and adds a prism effect which splits the weapon, dealing damage to all enemies near the beam



giant Obelisk spawned by the Risen Monolith Support Power and the Obelisk turrets that are added to the Defense MCV when the Tier 2 Tech upgrade is purchased. Learn to network your Obelisks for maximum effect.



Obelisks of Light are towering defense turrets that emit high-output lasers, inflicting great damage to heavy units. When two or more Obelisks are positioned close together, they feed off each other's power, dealing far more damage with each attack. This includes the

Individual Obelisks of Light can be enhanced with the Prism Upgrade, a structure upgrade that causes each laser fired from the upgraded Obelisk to split off from the primary target, damaging multiple surrounding foes. This upgrade also adds 300 points to the Obelisks' already

respectable health, making them far more difficult to destroy. It's very worthwhile, especially when you place several Obelisks close to each other so they can feed off one another's energy.

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Flame Column

Type: Defense turret

Level Required: 10

Tech Tier: 2

Build Time: 0:20

Power Points: 10

Strong Against: Structures

Vulnerable To: Blasts

Abilities: Fuel Air Bomb

Upgrades: Flamethrowers



RECONNAISSANCE STATS

Vision	Detector
Medium-long	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
750	Reinforced	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	Yes	--	Slow/Slow	Medium-long	Medium	Medium cylinder
Blast (ground fire)	--	--	--/--	--	Low (damage over time)	Varies
Blast (requires Flamethrowers structure upgrade)	Yes	--	Slow/Fast	Short	Medium	Medium circular (on turret)

STRUCTURE UPGRADES

Name	?	Build Time	Power Points	Description
Flamethrowers	Flame Column Upgrade	0:15	1	Increases armor and hit points (by 300) and adds three flame turrets to attack nearby ground enemies



Columns effective against aircraft as well as ground forces. Flame Columns also ignite the ground where their attacks land, causing the earth to burn for a time and dealing additional damage to enemies who remain in the flames.



Flame Columns are powerful blast-damage turrets designed to punish groups of foes and prevent enemy "spamming"—the practice of sending waves of units against bases. Each blast from a Flame Column is a "fuel air bomb" that erupts in a cylindrical shape; this makes Flame Columns effective against aircraft as well as ground forces. Flame Columns also ignite the ground where their attacks land, causing the earth to burn for a time and dealing additional damage to enemies who remain in the flames.

For one extra Power Point, a Flame Column can be outfitted with the Flamethrowers structure upgrade, which increases the structure's armor and health points (by 300) and adds three additional flame turrets around the base of the Flame Column.

These extra turrets will spew fire at any ground forces that move close to the Flame Column, searing them for damage and igniting the ground much like a Flame Tank's fire-spewing nozzles. This upgrade allows a Flame Column to deal with distant and nearby threats alike, making it a worthwhile purchase when you have the PPs to spare.

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Disruption Tower

Type: Defense shield

Level Required: 16

Tech Tier: 3

Build Time: 0:20

Power Points: 10

Strong Against: –

Vulnerable To: Blasts

Abilities: Shield Sphere, Stealth Mode

Upgrades: Enhanced Shields, Improved Concealment



RECONNAISSANCE STATS

Vision	Detector
400	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
500 (750 shields)	Reinforced	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
--	--	--	--/--	--	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Improved Concealment	15	3	Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel
Enhanced Shields	19	3	Increases the shield health and regeneration of the MCV and Disruption Tower



Disruption Towers are weaponless defense platforms that sustain a good size, 750-point bubble shield around themselves. Place Disruption Towers near vital structures to provide advanced protection, and shuffle units into the shield bubble to fortify them, as well.

When no enemies are about, activate a Disruption Tower's stealth field to cloak the tower and all surrounding units and structures, hiding them from view. This is a toggle ability; when your units are spotted by enemy detectors, switch back to Shield mode to provide added

protection. If the enemy manages to sap the Disruption Tower's shields, toggle back to Stealth mode and provide surrounding allies a dodge bonus while the shields recharge.

Disruption Towers have no independent structure upgrades, but they can benefit from the Tier 3 Enhanced Shields upgrade, which doubles the strength of their standard shields and causes them to regenerate faster than normal. The color and intensity



of the Disruption Towers' shields changes after being upgraded. Disruption Towers can also benefit from the Tier 3 Improved Concealment upgrade, which increases the dodge bonus provided by the Disruption Tower to surrounding units while Stealth mode is activated.

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Incinerator

Type: Defense turret

Level Required: 19

Tech Tier: 3

Build Time: 0:25

Power Points: 12

Strong Against: Structures

Vulnerable To: Blasts

Abilities: Area damage increases while continuing to target one location

Upgrades: –



RECONNAISSANCE STATS

Vision **Detector**

Long No

DEFENSE STATS

Health **Armor** **Stealth** **Burrow** **Husk** **Auto-Heal**

900 Reinforced No No No No

ATTACK STATS

Type **Turret** **Clip Size** **Reload/Firing Speed** **Range** **Damage** **Area**

Blast Yes -- Slow/Slow Long High (damage over time) Large circular



Incinerators are giant defense turrets that fire a microwave beam to cook enemies for high blast damage. When an enemy unit is sighted, be it a ground unit or aircraft, the Incinerator opens fire at its location, emitting a prolonged beam that steadily gains power,

dealing greater and greater blast damage over time to all enemy units caught in the large attack radius. Incinerators have no special upgrades or enhancements—they don't need them. These fearsome defense turrets are powerful enough to wipe out whole legions of GDI troops on their own, particularly slow-moving hulks like Crawlers and Mastodons.

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Temple of Nod



Type: Superweapon

Level Required: 20

Tech Tier: 3

Build Time: 0:30

Power Points: 15

Strong Against: All

Vulnerable To: Blasts

Abilities: Tiberium Catalyst Missile, Emergency Detonation (missile detonates when structure is destroyed)

Upgrades: –

RECONNAISSANCE STATS

Vision	Detector
400	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,125	Reinforced	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	1	Very slow/Very slow	Very long	High (potential damage over time)	Large circular



The Temple of Nod is the Brotherhood's ultimate Superweapon, capable of launching a massive Tiberium-infused rocket to any location on the battlefield for massive destruction. Once built, the Temple of Nod can be fired after a minute-long initial charge. However, by exercising

patience, you give the Temple of Nod time to enhance its warhead, shown visually by a progress bar beneath the structure's health. When this bar is full, the Temple of Nod's full wrath can be brought to bear. Unlike GDI's Ion Cannon, no telltale targeting beam precedes the launch of a warhead; it is therefore difficult for GDI forces to prepare for the inbound strike.



Any attack from the Temple of Nod will inflict heavy damage in a good-size area; however, the effectiveness does vary depending on how long the Temple of Nod is allowed to prepare its missile. Firing straight away will have somewhat limited results, while allowing the temple to ready an advanced missile will result in more damage and also spawn a lingering Tiberium cloud that damages all subjected hostiles over time, temporarily reducing their armor. A fully charged Temple of Nod warhead also will unleash a devastating Tiberium chain reaction that inflicts massive damage on all units caught in the blast radius. Such an attack is capable of leveling an entire enemy base and crippling even the sturdiest Crawler.



Left alone, Temples of Nod will do nothing except charge up their next attack—you must direct the Temple of Nod to fire. Simply activate its Tiberium Catalyst Missile ability, then target an area to annihilate, and then watch the fireworks. The Temple of Nod can fire into shroud, so you don't necessarily have to see your enemies to obliterate them (though it helps). Because the Temple of Nod is so formidable, only one of these Superweapons can be active on the field for each Nod Defense Commander.

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NOD DEFENSE STRUCTURE UPGRADES

Name	Type	Build Time	Power Points	Description
Reinforce (Bunker)	Bunker Upgrade	0:05	1	Upgrade to Reinforced Armor and gain the Burrow ability
Reinforce (Viper Turret)	Viper Turret Upgrade	0:10	1	Upgrade to Reinforced Armor, increase health (by 150), and gain the Burrow ability
Reinforce (Rocket Pod)	Rocket Pod Upgrade	0:10	1	Upgrade to Reinforced Armor, increase health (by 100), and gain the Burrow ability
Expand Network	Burrow Tunnel Upgrade	0:10	1	Gains additional health (200), allows the transport of heavy units, and projects a stealth field around nearby allies
Prism Upgrade	Obelisk of Light Upgrade	0:15	1	Increases hit points (by 300) and adds a prism effect that splits the weapon's laser, dealing damage to all enemies near the beam
Flamethrowers	Flame Column Upgrade	0:15	1	Increases armor and hit points (300) and adds three flame turrets to attack nearby ground enemies

Reinforce (Bunker)

Type: Bunker upgrade

Build Time: 0:05

Power Points: 1

For the bargain price of just one additional Power Point, any Bunker can be enhanced with the Reinforce (Bunker) structure upgrade, improving their armor from heavy to reinforced. Reinforced Bunkers are far more difficult to destroy, particularly in the early stages of a battle when blast weaponry is difficult to come by. Upgraded Nod Bunkers also gain the Burrow ability, allowing them to conceal themselves and their occupants, popping up to surprise GDI assault groups that may have underestimated their rival's defenses.

Comm. Tower

Type: Outpost upgrade

Build Time: 0:05

Power Points: 1

The Comm. Tower structure upgrade increases an Outpost's build radius and vision/detection range—handy if you'd like to use a single Outpost to lay down defenses at two adjacent sites.

Stealth Field

Type: Outpost upgrade

Build Time: 0:10

Power Points: 1

The Stealth Field structure upgrade is a must-have for Nod Outposts. Once purchased, it stealths all nearby units and structures, including the Outpost itself, enhancing the units' dodge ability and making it very difficult for GDI to determine the strength of the Outpost's defenses. Purchase the Tier 3 Improved Concealment upgrade to increase the effect of the Outpost's dodge bonus when the Stealth Field structure upgrade is in effect.

Reinforce (Viper Turret)

Type: Viper Turret upgrade

Build Time: 0:10

Power Points: 1

When the chance permits and no enemies are about, improve your Viper Turrets by spending a single Power Point to purchase the Reinforce (Viper Turret) upgrade for each one. This adds 150 points to their health, upgrades their armor from heavy to reinforced, and also grants them the Burrow ability. Once burrowed, a Viper Turret cannot be seen or fired upon unless a GDI detector unit is nearby to identify it. Upgraded Viper Turrets are vastly superior to their standard form and will serve you much better in holding a region throughout the early to mid-stages of a battle.

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Reinforce (Rocket Pod)

Type: Rocket Pod upgrade

Build Time: 0:10

Power Points: 1

Enhance your Rocket Pods with the Reinforce (Rocket Pod) structure upgrade to add 100 points to their health, improve their armor from heavy to reinforced, and grant the Rocket Pod the Burrow ability. This costs only one Power Point per Rocket Pod and ensures greater effectiveness in repelling threats on land and in the sky.

Expand Network

Type: Burrow Tunnel upgrade

Build Time: 0:10

Power Points: 1

The Expand Network structure upgrade greatly enhances Burrow Tunnels, increasing their health by 200 points and causing the Burrow Tunnel to emit a stealth field that cloaks the Burrow Tunnel and all nearby units and structures, bestowing a dodge bonus to units even when they're detected. This structure upgrade also allows heavy units such as Aftershocks and Underminers to travel through the Burrow Tunnels, which comes in handy as the battle wages on. Don't wait until you unlock heavy units to purchase the Expand Network structure upgrade, however—the added health and stealth field are worthwhile on their own. Later, the Burrow Tunnels' stealth fields can be enhanced with the Tier 3 Improved Concealment upgrade, which increases the dodge bonus to units stationed within range of the field.

Prism Upgrade

Type: Obelisk of Light

Build Time: 0:15

Power Points: 1

Individual Obelisks of Light can be enhanced with the Prism Upgrade, a structure upgrade that causes each laser fired from the upgraded Obelisk to split off from the primary target, damaging multiple surrounding foes. This upgrade also adds 300 points to the Obelisk's already respectable health, making them far more difficult to destroy. Very worthwhile, especially when you place several Obelisks close to each other so they can feed off one another's energy.

Flamethrowers

Type: Flame Column upgrade

Build Time: 0:15

Power Points: 1

For one extra Power Point, a Flame Column can be outfitted with the Flamethrowers structure upgrade, which increases the structure's armor and health points (by 300) and adds three additional flame turrets around the base of the Flame Column. These extra turrets will spew fire at any ground forces that move close to the Flame Column, searing them for damage and igniting the ground much like a Flame Tank's fire-spewing nozzles. This upgrade allows a Flame Column to deal with distant and nearby threats alike, making it a worthwhile purchase when you have the PPs to spare.

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PLAYING NOD'S DEFENSE CLASS

With the ability to produce units and structures from two separate Crawler production queues, Nod's Defense branch excels at flooding the field with their forces and locking down vital sites, denying their rivals access to critical structures and Tiberium Crystals. Significant multitasking is required for Nod Defense Commanders to truly shine. Nod's Defense class suffers from a lack of early speed and mobility, so coordinated expansion efforts are key. Seasoned GDI Commanders will realize the importance of nipping Nod's expansion efforts in the bud.



Securing vital ground early in a conflict is paramount for Nod Defense Commanders, and Outpost-building Slaves are a major part of this effort. Depending on how comfortable you are with multitasking, queue up one or more Slaves at the start of battle, along with a number of Viper Turrets (or Rocket Pods if you suspect you might be facing a Support-class rival). Issue your Slave the Build Outpost command (Z key), targeting a vital map area that's not too close to your rival's Deploy Zone, such as a remote blue Tiberium Crystal spawn site or the lone TCN Node that stands in neutral ground. The more you play each map, the more you'll realize which sites are the most hotly contested—and which areas are the most important to claim from the start.

While your Slave is under way, roll the MCV to a different highly contested region of the map, queuing up your choice of combat units while the Crawler is en route. Unpack and deploy your combat units, possibly placing a defense turret or Bunker near your MCV within range of its repair zone if your Slave has yet to build its Outpost.

CAUTION

Outposts are fragile and easy prey; Crawlers are not. Have your Crawler lock down the most hotly contested area of each map while your Slave moves to secure an equally vital but less-dangerous site.



The moment your Slave reaches its destination, immediately order it to build an Outpost. These take 10 seconds to construct and provide a significant build radius once in place. Select the Outpost the moment it's built and upgrade it with the Stealth Field structure upgrade, placing a defense turret close to the Outpost so it can benefit from the Outpost's forthcoming stealth aura. Keep the Slave close by, issuing it the Guard Stance order (G key) and then left-clicking the Outpost to ensure the Slave patches it up should it take any damage.

TIP

If you're feeling frisky, move your Slave away from the Outpost after its shield is up, steering the Slave elsewhere to establish a second Outpost at another key region or simply to capture a neutral structure or collect a Tiberium Crystal. This is a risky but potentially rewarding maneuver that can be disastrous if your rival is quick to move against your initial Outpost.



With your MCV unpacked and your Outpost up and running, begin fortifying both positions simultaneously with units and structures. Units must travel to the Outpost, which takes time, so don't bother sending more than a handful at first. Keep the bulk of your troops near your Crawler instead, and fortify your Outpost by placing defense turrets all around it, within range of its shield. If light hostiles are giving your Outpost grief, build Bunkers and begin sending Devouts to combat them. When you're feeling secure in your defenses, begin fanning out your infantry to secure map structures, Tiberium Crystals, and TCN Nodes.

TIP

Nod's Defense class benefits greatly from the Speed Boost upgrade. It's usually wise to spend your very first Upgrade Point on it.

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As always, once you've identified your rival's Crawler class, begin producing units and defense structures that will counter the class's most common forms of units. Favor the Enlightened, Centurions, and Viper Turrets when pitted against Offense-class enemies; Ascended and Rocket Pods when facing Support-class adversaries; and Devouts and upgraded Bunkers when your rival mirrors your own Defense class.

Once you've managed to lock down vital areas of the battlefield, your enemies will have a very difficult time gaining any momentum. Denying your rivals access to Tiberium Crystals is a surefire way to tip the odds in your favor because it reduces their inflow of UPs to a trickle while allowing you to upgrade your forces and access advanced units and defenses in a hurry. Just sit tight and hold at least three of those TCN Nodes as you tech up, eventually gaining access to your most powerful defense units and structures, including the mighty Temple of Nod.

COMBATTING NOD'S DEFENSE CLASS

Nod's Defense army relies on rapidly securing vital territory, denying their enemies access to the benefits of key neutral structures and Tiberium Crystals. Once entrenched, Defense Commanders are incredibly difficult to deal with—yet they must multitask and micro-manage heavily throughout each battle to succeed, for controlling just one crucial site won't be enough to win them the war. The primary way to defeat Nod Defense Commanders is to frustrate them with speed and pressure.

With the exception of Centurions, Nod's Defense Crawlers can produce only light units and heavy defense structures at the onset of battle. Counter them with waves of light gun and laser forces. Speed is key; you cannot allow a Defense Commander to establish a foothold at critical sites, especially blue Tiberium Crystal spawn sites. Expect them to go after such areas and immediately dispatch small, fast groups of light gun and laser units that can reach these sites first, undoing Nod's expansion efforts before they even begin. These same light units will serve you well in conquering the battlefield: Spread them out quickly to secure crucial structures and claim Tiberium Crystals, aggravating your rival by exposing their lack of speed. Continue outmaneuvering Nod Defense Commanders with speed and numbers throughout the battle, rapidly fanning out to secure vital areas with the intent of dispiriting your adversary and denying them the chance to settle in.

CAUTION

Beware of Nod's ability to stealth and burrow their Outposts and base defenses. Always include detector units, such as Engineers, Bulldogs, and Spanners, in your scout parties or your units may not have time to destroy Outposts and defenses before they vanish from view.

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Nod—Support Class

Nod's Support class features all manner of powerful aircraft, including swift Venoms that help make Nod's Support army faster than GDI's. This lends Nod Support Commanders the advantage in battlefield scouting and unexpected attacks. Nod's Support MCV is also the only one capable of unleashing Support Powers, which have a variety of special effects, such as healing and strengthening Nod forces, and damaging and weakening

the armies of GDI. However, with only a handful of ground units at their disposal—and no Tier 1 tanks of any kind—Nod's Support class must be played with skill to successfully capture and hold territory.

NOD SUPPORT UNITS

Medium and heavy aircraft units make up the bulk of Nod's Support branch. All aircraft have a natural immunity to cannons, which can only target ground units. As a trade-off, all aircraft suffer extra damage from rockets and are unable to capture battlefield structures.

NOD SUPPORT UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Support MCV	MCV Aircraft	1	1	--	--	2,000	Repair Radius	Heavy	Creates units, researches upgrades, and directs Support Powers; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Mobile Stealth Generator, Charged Capacitors
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Cobra	Medium Aircraft	1	1	0:09	6	550	Cannon	Medium Aircraft	--	Accuracy Boost, Cloak Module, Range Boost, Speed Boost
Marauder	Medium Vehicle	1	1	0:09	6	700	Gun	Medium	Tiberium Shells (decreases armor and damages over time, passive)	Range Boost, Refire Boost, Speed Boost
Venom	Light Aircraft	1	1	0:07	3	300	Rocket	Light	--	Accuracy Boost, Range Boost, Speed Boost
Scalpel	Utility Aircraft	3	1	0:09	6	400	Repair Beam	Medium Aircraft	Repair, System Restore	Infusion Engine, Range Boost, Speed Boost
Tyrant	Medium Vehicle	5	2	0:09	6	800	Laser	Medium	Burrow, Voice of Kane (increases nearby allies' rate of Fire, passive)	Refire Boost
Salamander	Heavy Aircraft	6	2	0:11	10	1,000	Rocket	Heavy	Purification	--
Vertigo	Medium Aircraft	8	2	0:09	6	400	Blast	Medium Aircraft	Fire Bombs, Supersonic Thrusters	Cloak Module
Hijacker	Utility Infantry	9	2	0:09	6	200	--	Light	Hijack Vehicle, Weapon Scrambler (reduces enemy chance to hit, passive)	Data Worm, Speed Boost
Basilisk	Heavy Aircraft	12	3	0:11	10	1,000	Laser	Heavy	Stasis Field	Spectrum Beam
Medusa	Heavy Aircraft	15	3	0:11	10	600	Blast	Heavy	EMP Rocket, Solidify Matrix, Attack decreases speed and dodge (passive)	Amplification Overrides
Leviathan	Heavy Aircraft	20	3	0:15	12	1,200	Blast	Heavy	Increases armor of nearby allies (passive)	Hangar Bays

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Support MCV

Type: MCV aircraft

Level Required: 1

Tech Tier: 1

Build Time: –

Command Points: –

CStrong Against: –

Weak Against: Lasers

Abilities: Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed

AbilitUpgrades: Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Mobile Stealth Generator, Charged Capacitors



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	500	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
2,000	Heavy	No	No	No	Yes (when unpacked)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets (requires Tier 2 Tech upgrade)	Yes	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Tier 1 Tech	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Tier 2 Tech	5	1	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Mobile Stealth Generator	11	2	The MCV becomes stealthed while mobile
Tier 3 Tech	12	2	Unlocks Tier 3 units and upgrades and further improves the MCV
Charged Capacitors	19	3	Increases the rate at which Support Points are gained for using Support Powers



The Support MCV is a giant, heavily armored aircraft that produces and deploys Nod Support units and unleashes the Brotherhood's trademark Support Powers. Technology upgrades are also researched at the MCV, and any unit stationed within range of the unpacked MCV's repair radius will gain health over time. There's a lot to know about MCVs, so consult the "Basic Training" chapter for complete details on how to operate these versatile units.

The Support MCV has several tech upgrades that allow it to produce more advanced units and research advanced upgrades. Its Tier 2 Tech upgrade also bestows twin rocket turrets to the Support MCV, allowing it to defend itself while mobile and unpacked, effectively transforming it into a heavy anti-air unit. With the Tier 3 Upgrade, the Support Crawler passively heals itself and other nearby allies even while packed up—no other Nod MCV can acquire this advantage. The Support MCV's Mobile Stealth Generator upgrade grants the Crawler stealth while packed up into aircraft form—very useful considering the Support Crawler's comparatively low health. The Charged Capacitors upgrade significantly increases the speed at which it accumulates Support Points—a welcome advantage.

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Engineer

Type: Utility infantry

Level Required: 1

Tech Tier: 1

Build Time: 0:06

Command Points: 3

CStrong Against: –

Weak Against: Gun

Abilities: Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection

AbilitUpgrades: Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-Fast	Medium	Yes	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--	Medium	--	None

UPGRADES

Name	Level Required	Tech Tier	Notes
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units



Engineers are multipurpose infantry that navigate the battlefield with great ease thanks to their natural speed and Cliffjumping ability. Send Engineers to clear out enemy mines or capture the fallen husks of giant walker units for the benefit of your army. Engineers also will automatically administer

repairs to nearby wounded allies, keeping your frontline fighters alive even longer than normal.

Cobra

Type: Medium aircraft

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

CStrong Against:

Medium vehicles

Vulnerable To: Rockets

Abilities: –

AbilitUpgrades: Accuracy Boost, Cloak Module, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
550	Medium aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	No	--	Medium/Medium	Medium	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Cloak Module	7	2	Makes the Cobra and Vertigo stealthed

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they're the perfect prey. Cobras must beware of rocket units, however—their low health means they won't last long against heavy rocket fire.



Cobras are medium aircraft outfitted with cannons that deal significant damage to medium vehicles. They're the Nod Support Crawler's only cannon-equipped units, making Cobras their main anti-tank unit. GDI Hunters, Spartans, and Sheppards are unable to fire on Cobras, so

When you advance to Tier 2 technology, purchase the Cloak Module upgrade to stealth your Cobras, making them far more dangerous predators. Even if they're detected, stealthed Cobras will still enjoy a significant dodge bonus.

Marauder



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

CStrong Against: Light units

Vulnerable To: Rockets

Abilities: Tiberium Shells (decreases armor and damages over time, passive)

AbilitUpgrades: Range Boost, Refire Boost, Speed Boost

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-low	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
700	Medium aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	Medium	Slow/Fast	Medium-low	Low (damage over time)	Cone

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units



Marauders are the Nod Support class's one and only gun units, and also one of their few ground units, so they play a key role in the Brotherhood's Support army. Their Tiberium-infused attacks passively decrease enemy armor and inflict damage over time. Enhance Marauders with the

Speed Boost and use them to secure vital structures, combat light hostiles, and collect Tiberium Crystals. Later, when you've researched upgrades that provide stealth to your Cobras, Vertigos, and Support Crawler, Marauders are also needed to mow down GDI's light detector units, such as Engineers, Bulldogs, and Spanners.

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Venom

Type: Light aircraft

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

CStrong Against: Aircraft

Vulnerable To: Guns and rockets

Abilities: –

AbilitUpgrades: Accuracy Boost, Range Boost, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	Medium	No	N/A (Flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
300	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	--	Slow/Medium	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	4	1	Increases the movement speed of all Tier 1 units



Crystal sites and warding off GDI's Tiberium Crystal gatherers. They play a far more significant role when combatting GDI Support Commanders, downing their aircraft with rocket volleys.

Scalpel



Type: Utility aircraft

Level Required: 3

Tech Tier: 1

Build Time: 0:09

Command Points: 6

CStrong Against: –

Vulnerable To: Rockets

Abilities: Repair, System Restore

AbilitUpgrades: Infusion Engine, Range Boost, Speed Boost

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
400	Medium aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Repair Beam	No	--	--/--	Medium	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Range Boost	1	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Infusion Engine	9	2	Gives the Scalpel the ability to increase damage of friendly units



Scalpels are utility aircraft, similar in many ways to GDI's Support Spanners. Their repair beam is significantly more effective than an Engineer's, and because Scalpels fly and enjoy medium armor, they can be more versatile and tougher to kill than Engineers. They do, however,

cost twice as many CPs to produce, take three extra seconds to build, and are incapable of capturing structures or securing Tiberium Crystals.

Scalpels can activate a natural System Restore ability, which removes one negative "debuff" effect (reduced rate of fire, etc.) from all allies in a large targeted area, and also removes one positive "buff" effect (increased chance to dodge, etc.) from all hostiles in the same area—handy when combatting enemy Support Commanders. Once outfitted with the Infusion Engine upgrade, Scalpels also gain the ability to temporarily increase the damage of all Nod units and structures in a small target area—an extremely useful ability that can dramatically affect the outcome of a skirmish.

Tyrant

Type: Medium vehicle

Level Required: 5

Tech Tier: 2

Build Time: 0:09

Command Points: 6

CStrong Against:

Heavy units and structures

Vulnerable To: Cannons

Abilities: Burrow, Voice of Kane (increases nearby allies' rate of fire, passive)

AbilitUpgrades: Refire Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	Yes (when burrowed)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
800	Medium	No	Yes	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Medium/Slow	Medium	Medium	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units

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Once the Tier 2 Tech upgrade has been researched, Nod Support Commanders gain access to powerful ground units called Tyrants. These sturdy vehicles enjoy good health, medium armor, and the ability to burrow underground, which helps them avoid detection as they tunnel into position—or quickly vanish to evade destruction. Tyrants employ potent lasers designed to carve up heavy units and structures, making them ideal for use against GDI bases, Crawlers, and Tier 3 forces: Burrow into range, surface, and then strike. Their inherent Voice of Kane ability also causes Tyrants to passively increase the firing speed of nearby allies; unfortunately, this bonus is not bestowed while the Tyrant is burrowed.



Salamander

Type: Heavy aircraft
Level Required: 6
Tech Tier: 2
Build Time: 0:11
Command Points: 10
CStrong Against: Aircraft
Vulnerable To: Lasers and rockets
Abilities: Purification
AbilitUpgrades: –



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-slow	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,000	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	Yes	6	Slow/Fast	Medium	Medium	Small circular
Blast (Purification)	No	4	Very Slow/Slow	Short	Medium (damage over time)	Medium circular

Designed to ensure Nod air superiority, Salamanders are equipped with four rocket launchers for maximum anti-air effect. Their heavy armor and high health also makes Salamanders difficult to bring down. When facing a GDI Support rival, few units will serve you better than Salamanders.



For added versatility, Salamanders also can activate an anti-ground attack called Purification. Once activated, the Purification ability causes the Salamander to drop a series of fiery bombs, dealing significant blast damage to whatever lies directly beneath the airship. The flames ignite the ground and spread out in a circular area, making the Purification attack deadly to clustered foes. GDI Commanders would be wise to prevent Salamanders from getting too close and to scatter their forces (F key) when these fearsome airships draw near.

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Vertigo

Type: Medium aircraft

Level Required: 8

Tech Tier: 2

Build Time: 0:09

Command Points: 6

CStrong Against: Structures

Vulnerable To: Rockets

Abilities: Fire Bombs, Supersonic Thrusters

AbilitUpgrades: Cloak Module



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Very fast	Short	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
400	Medium aircraft	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	1	Very slow/Fast	Short	Medium	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Cloak Module	7	2	Makes the Cobra and Vertigo stealthed



Vertigos are swift anti-ground bombers, similar to GDI's Support Firehawks. Their extremely fast movement speed helps Vertigos quickly deploy their devastating single-bomb payloads, after which they automatically return to base to rearm. Like Firehawks, Vertigos rearm far more quickly

at the Crawler than they do out in the field. Activate a Vertigo's Supersonic Thrusters ability to get it back to base even faster than normal. This is especially vital when the enemy has lots of rocket defenses in place, as Vertigos won't last long against such anti-air defenses.



Enhance your Vertigos with the Cloak Module, a Tier 2 upgrade that stealths all Vertigos, facilitating their bombing runs and aiding in their escapes. Even if detected, upgraded Vertigos will still enjoy the dodge bonus provided by stealth.

Hijacker

Type: Utility infantry

Level Required: 9

Tech Tier: 2

Build Time: 0:09

Command Points: 6

CStrong Against: –

Vulnerable To: Guns

Abilities: Hijack Vehicle, Weapon Scrambler (reduces enemy chance to hit, passive)

AbilitUpgrades: Data Worm, Speed Boost



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	300	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
200	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
--	--	--	--/--	--	--	--

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	4	1	Increases the movement speed of all Tier 1 units
Data Worm	10	2	Allows the Hijacker to infect a targeted enemy, which takes damage over time before exploding; upon the enemy unit's death, the virus can transfer to another nearby enemy

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Hijackers are weaponless utility troops designed to hamper GDI forces and even steal them away. Keep a Hijacker near your units to let them benefit from the Hijacker's natural Weapon Scrambler aura, which passively increases the chance to dodge of nearby allies by interfering with

enemy targeting systems. Hijackers also can steal enemy vehicles: Move the Hijacker into contact with a vehicle by right-clicking it as if issuing an attack order, and the Hijacker will jump inside, commandeering the vehicle and granting you total control over it. If the vehicle is destroyed, the Hijacker will tumble out with the same health she had at the time she commandeered the vehicle.

Once augmented with the Data Worm upgrade, Hijackers become far more dangerous to GDI forces. Activate the Data Worm ability and then target any hostile unit or structure. The target becomes infected with a virus, suffering internal damage as the virus spreads through its systems. Upon the initial target's destruction, the virus may jump to another nearby target and continue its work. Because Hijackers can infect enemies with the Data Worm from range and then retreat while the virus spreads, this upgrade makes Hijackers incredibly dangerous—and much easier to keep alive.

Basilisk

Type: Heavy aircraft

Level Required: 12

Tech Tier: 3

Build Time: 0:11

Command Points: 10

CStrong Against:

Heavy units and structures

Vulnerable To: Lasers and rockets

Abilities: Stasis Field

AbilitUpgrades: Spectrum Beam



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-long	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,000	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	No	--	Slow/Slow	Medium-long	Medium-high	None

UPGRADES

Name	Level Required	Tech Tier	Description
Spectrum Beam	14	3	Laser weapon bounces off nearby enemies, causing damage to multiple targets

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The Basilisk is an advanced, laser-armed warship designed to eliminate GDI Tier 3 units and bases from afar. Its Stasis Field ability allows it to temporarily disable small groups of units, lending the Basilisk some effectiveness against clusters of foes. GDI Commanders would do well to scatter their units (F key) whenever Basilisks are about.



The Basilisk's crowd-control effectiveness can be further enhanced with the Spectrum Beam upgrade, which causes its laser to prism off its initial target, damaging additional nearby foes with each attack. Because of the laser's high damage output, this upgrade makes Basilisks lethal to clustered base defenses. It's quite valuable in the later stages of a battle, when GDI heavy forces come in waves.

Medusa



Type: Heavy aircraft

Level Required: 15

Tech Tier: 3

Build Time: 0:11

Command Points: 10

CS **Strong Against:** Structures

Vulnerable To: Lasers and rockets

Abilities: EMP Rocket, Solidify Matrix, attack decreases speed and dodge (passive)

AbilitUpgrades: Amplification Overrides

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
600	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	--	None/Continuous	Medium	Low (damage over time)	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Amplification Overrides	18	3	Increases the radius of the Medusa's EMP, Flux Cannon, and repair effects, plus the cannon slows targets, EMP lasts longer, and heals are more effective



The Medusa is a heavy support airship capable of hampering enemies with a debilitating attack beam that deals minor blast damage over time, and also slows and reduces the dodge ability of its primary target, along with any other enemies that are caught in the beam's small effect

radius. Medusas also can be ordered to fire a secondary EMP rocket that temporarily disables all targets in a mid-size radius around the impact site. This special rocket deals no damage and can be fired while the Medusa is employing its primary attack for maximum crowd control.

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When their inherent Solidify Matrix ability is activated, Medusas cast out a single healing aura that instantly repairs all surrounding allies by a significant amount. With the purchase of the Amplification Overrides upgrade, the radius and effectiveness of the Medusa's default Flux Cannon, EMP Rocket, and Solidify Matrix abilities are all increased. This makes Medusas far more valuable support units, locking down enemies and healing nearby comrades with greater efficiency.

Leviathan



Type: Heavy aircraft

Level Required: 20

Tech Tier: 3

Build Time: 0:15

Command Points: 12

CS Strong Against: Structures

Vulnerable To: Lasers and rockets

Abilities: Increases armor of nearby allies (passive)

AbilitUpgrades: Hangar Bays

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	N/A (flying unit)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,200	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	Yes	--	Slow/Fast	Medium	Medium-high	Medium circular

UPGRADES

Name	Level Required	Tech Tier	Description
Hangar Bay	20	3	Small fixed-wing gun drones surround each Leviathan, attacking nearby enemies



The Leviathan is Nod's capital warship and their answer to GDI's mighty Kodiak. It boasts heavy armor and three anti-ground firebomb launchers, making the Leviathan a terrifying sight for GDI ground forces to behold. Like the Kodiak, the Leviathan passively increases the armor of

all nearby allies—but it need not deactivate its weapon systems to provide this inherent advantage.



By default, Leviathans have no defense against aircraft—a major design flaw. Purchase the Hangar Bay upgrade to make up for this weakness. Once researched, the Hangar Bay upgrade provides all Leviathans with multiple gunship drones armed with light machine guns. The drones automatically

acquire and attack surrounding hostiles, and they can help ward off enemy aircraft. It isn't much, but it certainly helps.

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Range Boost	Passive Upgrade	1	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	Passive Upgrade	3	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	Passive Upgrade	4	1	0:00	1	Increases the movement speed of all Tier 1 units
Refire Boost	Passive Upgrade	5	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Cloak Module	Unit Upgrade	7	2	0:00	1	Makes the Cobra and Vertigo stealthed
Infusion Engine	Activated Upgrade	9	2	0:00	1	Gives the Scalpel the ability to increase damage of friendly units
Data Worm	Hijacker Upgrade	10	2	0:00	1	Allows the Hijacker to infect a targeted enemy, which takes damage over time before exploding; upon the enemy unit's death, the virus can transfer to another nearby enemy
Mobile Stealth Generator	MCV Upgrade	11	2	0:00	1	The MCV becomes stealthed while mobile
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Spectrum Beam	Basilisk Upgrade	14	3	0:00	1	Laser weapon bounces off nearby enemies, causing damage to multiple targets
Amplification Overrides	Medusa Upgrade	18	3	0:00	1	Increases the radius of the Medusa's EMP, Flux Cannon, and repair effects, plus the cannon slows targets, EMP lasts longer, and heals are more effective
Charged Capacitors	MCV Upgrade	19	3	0:00	1	Increases the rate at which Support Points are gained for using Support Powers
Hangar Bay	Leviathan Upgrade	20	3	0:00	1	Small fixed-wing gun drones surround each Leviathan, attacking nearby enemies

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Tier 1 Tech

Type: Tech upgrade

Prerequisites: None

Build Time: –

Upgrade Points: –

All Crawlers begin with the Tier 1 Tech upgrade already purchased. This upgrade makes Tier 1 units and upgrades available for production.

Range Boost



Type: Passive upgrade

Level Required: 4

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade increases the weapon and vision range of all Tier 1 units, allowing them to sight and fire on enemies from greater distances. Most

Nod Support Commanders will pass on this upgrade, however, saving their UPs for the Speed Boost and Tier 2 Tech upgrades instead.

Accuracy Boost



Type: Passive upgrade

Level Required: 1

Tech Tier: 1

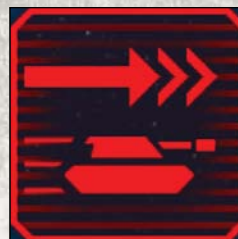
Build Time: 0:00

Upgrade Points: 1

Once purchased, this upgrade permanently increases the chance to hit by 50 percent for Tier 1 units armed with cannons or rockets. In

addition, rockets will no longer miss when fired against moving targets, and cannons will no longer miss when fired while your units are on the move. This is a worthy upgrade when you expect to use lots of Cobras and Venoms.

Speed Boost



Type: Passive upgrade

Level Required: 3

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade increases the movement speed of all Tier 1 units, helping your light and medium forces traverse the battlefield with greater speed.

A fantastic upgrade that helps your Tier 1 units gather Tiberium Crystals and capture neutral structures with greater haste. Also handy when you need to flee from slower foes—perhaps even to draw them into an ambush.

Refire Boost



Type: Passive upgrade

Level Required: 5

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 1

This upgrade decreases the reload or recharge time of all Tier 1 gun and laser units, and also the Tier 2 Tyrant, effectively causing them to attack

more often. However, because Nod's Support class has only one Tier 1 gun unit (the Marauder) and no Tier 1 laser units, this upgrade is of limited value until the Tier 2 Tyrant has been unlocked.

Tier 2 Tech



Type: Tech upgrade

Level Required: 5

Tech Tier: 1

Build Time: 0:00

Upgrade Points: 5

This upgrade unlocks Tier 2 units and technologies, making them available for production. Purchase this upgrade when you're

ready to "tech up" and access more advanced units and technologies. Tier 2 Tech also outfits the Nod Support Crawler with a pair of rocket launchers, helping it down enemy aircraft and ward off ground forces.

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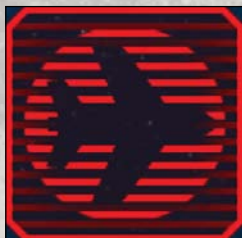
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Cloak Module



Type: Unit upgrade

Level Required: 7

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Enhance your Cobras and Vertigos with the Cloak Module, a fantastic Tier 2 upgrade that stealths all Cobras and Vertigos, facilitating their attack runs and aiding in their escapes. Even if detected, upgraded Cobras and Vertigos will still enjoy the dodge bonus provided by stealth.

Infusion Engine



Type: Activated upgrade

Level Required: 9

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once outfitted with the Infusion Engine upgrade, Scalpels gain the awesome ability to temporarily increase the damage of all Nod units and structures in a small target area—an extremely useful ability that can dramatically affect the outcome of a skirmish.

Data Worm



Type: Hijacker upgrade

Level Required: 10

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

Once augmented with the Data Worm upgrade, Hijackers become far more dangerous to GDI forces. Activate the Data Worm ability and then target any hostile unit or structure. The target becomes infected with a virus, suffering internal damage as the virus spreads through its systems. Upon the initial target's destruction, the virus may jump to another nearby target and continue its work. Because Hijackers can infect enemies with the Data Worm from range and then retreat while the virus spreads, this upgrade makes Hijackers incredibly dangerous—and much easier to keep alive.

Mobile Stealth Generator



Type: MCV upgrade

Level Required: 11

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 1

This upgrade grants Nod's Support Crawler the Stealth ability while packed up into mobile form.

This has the obvious advantage of allowing the Crawler to remain stealthed while moving about the battlefield, vanishing from sight when a retreat is in order and benefiting from stealth's inherent dodge bonus even when detected. The Crawler will only become visible if an enemy detector (such as an Engineer) is nearby or if it attacks nearby enemies. Issue the Crawler the Hold Fire Stance order (H key) to prevent it from attacking and ensure it remains stealthed at all times while packed up.

Tier 3 Tech



Type: Tech upgrade

Level Required: 12

Tech Tier: 2

Build Time: 0:00

Upgrade Points: 7

This upgrade unlocks Tier 3 units and technologies, making them available for production. Invest in this upgrade to gain access to your faction's most advanced units and technologies. Unlike Nod's Offense and Defense Crawlers, this upgrade does not enhance the Support MCV's weapon systems. Instead, it enables the Support MCV to passively repair nearby allies, even when packed up in aircraft form. Combined with the Mobile Stealth Generator upgrade, this can evolve the Support Crawler into an unseen, mobile healer.

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Spectrum Beam



Type: Basilisk upgrade

Level Required: 14

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

The Basilisk's laser is quite powerful, but its effectiveness can be greatly enhanced with the Spectrum Beam upgrade, which causes its laser to prism off its initial target, damaging additional nearby foes with each attack. Because of the laser's high damage output, this upgrade makes Basilisks lethal to clustered base defenses. A valuable upgrade in the later stages of a battle, when GDI heavy forces come in waves.

Amplification Overrides



Type: Medusa upgrades

Level Required: 18

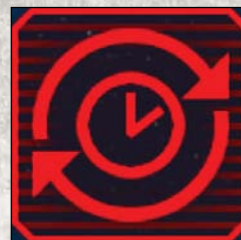
Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

With the purchase of the Amplification Overrides upgrade, the radius and effectiveness of the Medusa's default Flux Cannon, EMP Rocket, and Solidify Matrix abilities are all increased. This makes Medusas far more valuable support units, locking down enemies and healing nearby comrades with greater efficiency.

Charged Capacitors



Type: MCV upgrades

Level Required: 19

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

One of the best upgrades a Nod Support Commander can purchase, Charged Capacitors significantly increase the rate at which the Support Crawler accumulates Support Points. This allows faster access to Nod's more powerful yet pricey Support Powers, making it one of the most valuable Tier 3 upgrades.

Hangar Bay



Type: Leviathan upgrade

Level Required: 20

Tech Tier: 3

Build Time: 0:00

Upgrade Points: 1

By default, Leviathans have no defense against aircraft—a major design flaw. Purchase the Hangar Bay upgrade to make up for this weakness. Once researched, the Hangar Bay upgrade provides all Leviathans with multiple gunship drones armed with light machine guns. The drones automatically acquire and attack surrounding hostiles, and they can help ward off enemy aircraft. It isn't much, but it certainly helps.

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Name	Level Required	Support Points	Description
Eyes of the People	1	10	Briefly increases the vision and attack range of all friendly units on the map
Burrow Mines	2	20	Unburrow an incendiary minefield at the targeted location
Demoralize	4	10	Reduces the speed and dodge of enemies within the target radius
EMP Countermeasures	5	20	Instantly re-enable all EMP'd friendly units on the map, and make all friendly units immune to EMP for a short time
Obelisk of Life	7	10	Unburrow an Obelisk of Life that automatically repairs nearby damaged units
Cloaking Field	8	20	Briefly stealths all allies within target radius
Firestorm Ignition	10	30	Ignite all current flames and flame weapons into firestorms for a short time
Decoy Army	11	30	Create decoys of all allied units, within target radius, which receive 400 percent more damage and deal no damage
Hack Radar	12	30	Jam the enemy team's radar, causing them to lose shared visibility and also trigger random, inaccurate TCI beacons
Subterranean Strike	13	40	Unburrow large drills at the targeted location that deal damage to enemies as they surface
Hand of Legion	15	40	Unburrow a Heroic-rank Hijacker at the targeted location
Vein Detonation	16	50	Detonate an underground Tiberium vein, causing the ground to shake before releasing a cloud of Tiberium that deals damage to enemies and reduces armor
Risen Monolith	17	40	Unburrow a powerful Obelisk at the targeted location
Mark of Kane	18	50	All friendly units in the targeted area fire significantly faster
Tiberium Infusion	20	50	Instantly complete the cooldown of all abilities on all units for all friendly players, and reduce all cooldown times for a brief time

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Eyes of the People

Level Required: 1

Support Points: 10

Duration: 30 seconds

Cooldown: 2 seconds

This Nod Support Power grants all allied units across the entire battlefield increased vision range, helping them see farther through the shroud. Handy when you'd like to see what GDI is up to, particularly if you have scouts all over the place. Use this power to gain added vision before activating another Support Power that can't be unleashed into shroud.



Burrow Mines

Level Required: 2

Support Points: 20

Duration: 10 minutes

Cooldown: 2 seconds

For only 20 Support Points, this power can be used to unburrow a small cluster of incendiary mines at a target non-shrouded area. Simply designate any visible area of the battlefield, and a good-size spread of mines rises up from the ground there moments later. Place incendiary mines near critical sites, such as Tiberium Crystal spawn sites or TCN Nodes, which are always revealed on the map, and your rivals will have a difficult time claiming the goods. Or simply place them at the feet of swarming hostiles and laugh as they're all blasted and set on fire. The mines deal blast damage and their burning effect causes additional damage over time—very nasty to enemy scouts.



Demoralize

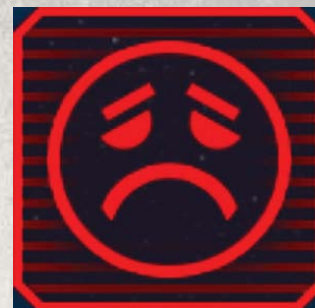
Level Required: 4

Support Points: 10

Duration: 10 seconds

Cooldown: 2 seconds

This powerful ability broadcasts the voice of Kane to a large group of enemies, reducing their combat effectiveness as they contemplate his message. All affected enemies suffer a 10 percent penalty to movement speed and their ability to dodge attacks, making them easier prey. A very effective power for only 10 SPs that can help turn the tide of a skirmish.



EMP Countermeasures

Level Required: 5

Support Points: 20

Duration: Instant

Cooldown: 2 seconds

GDI employs many attacks that unleash EMPs, temporarily disabling the armies of Nod. Counter this by spending 20 SPs to activate EMP Countermeasures and instantly bring all EMP-disabled units back online. This power affects all allied units across the entire battlefield. EMP Countermeasures also provides a temporary immunity to EMP attacks.



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Obelisk of Life

Level Required: 7
Support Points: 10
Duration: 15 seconds
Cooldown: 2 seconds

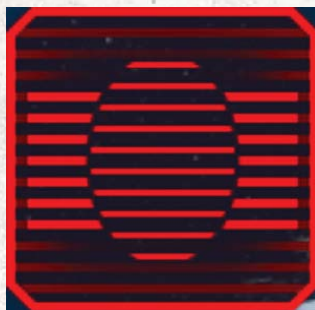
When the Brethren are suffering heavy casualties, use this power to unburrow an Obelisk of Life at a target location. These special Obelisks automatically emit a powerful healing beam at the most-wounded Nod unit within their range, and they also can be manually controlled to target and repair any unit you desire, including aircraft. Obelisks of Life have reinforced armor but only 100 health, and they will self-destruct after a brief time, often leaving a Tiberium Core behind.



Cloaking Field

Level Required: 8
Support Points: 20
Duration: 30 seconds
Cooldown: 2 seconds

An exceptional Support Power, the Cloaking Field allows Nod Support Commanders to stealth a large group of units for 30 seconds. All affected units gain all advantages associated with stealth, including a bonus to dodge when detected. Extremely useful for staging surprise attacks or protecting your forces, or when you simply wish to increase your units' chance to dodge.



Firestorm Ignition

Level Required: 10
Support Points: 30
Duration: Instant
Cooldown: 2 seconds

When activated, this Support Power instantly causes all active ground fires across the battlefield to instantly ignite into raging Firestorms, dealing extreme amounts of damage to surrounding foes. This support power is best used in conjunction with allied Nod Offense or Defense Commanders, for many of their units employ fire-based attacks that set the ground aflame.



Decoy Army

Level Required: 11
Support Points: 30
Duration: 2 minutes
Cooldown: 2 seconds

This sneaky Support Power allows Nod Commanders to summon groups of decoy units, which are primarily used to confuse and mislead GDI. First, target a group of units to "copy." Then target any non-shrouded area on the battlefield to deploy the decoys. Exact copies of the targeted units are instantly created; however, the decoys cannot damage enemies, capture map structures, or activate any abilities. Decoys also suffer 400 percent more damage from attacks and will self-destruct after two minutes. Use decoys to lure GDI into devious ambushes, or to distract them while sending the real units to attack GDI from a different flank.



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Hack Radar

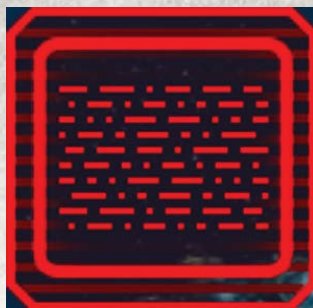
Level Required: 12

Support Points: 30

Duration: 30 seconds

Cooldown: 2 seconds

Create panic and confusion among the ranks of GDI with Hack Radar. When activated, this power instantly interferes with the intel connection between all GDI Commanders, causing them to lose shared visibility for 30 seconds. This affects their mini-maps as well as their shared battlefield shroud clearing. In addition, false beacons are randomly generated as if the GDI Commanders were leaving beacons for one another to follow or rally at. With each GDI Commander cut off from communication with their allies, Hack Radar is certain to create chaos—and a perfect opportunity for the stealthed armies of Nod to strike.



Subterranean Strike

Level Required: 13

Support Points: 40

Duration: 8 seconds

Cooldown: 2 seconds

This direct-damage Support Power unburrows giant Nod drills at a large target location. Each drill deals large amounts of blast damage to all surrounding GDI ground forces. The effect of a Subterranean Strike is devastating; the power's only drawback is its inability to affect aircraft.



Hand of Legion

Level Required: 15

Support Points: 40

Duration: 3 minutes

Cooldown: 2 seconds

For fast anti-vehicle support, use Hand of Legion to deploy a Heroic-rank Hijacker at a target non-shrouded location. The SP cost is somewhat high for just one Hijacker, but the ability to deploy the unit at a moment's notice can be of great value to creative Commanders. For example, use Hand of Legion to land a Hijacker right next to a remote structure you wish to capture or within a hair's breadth of a blue Tiberium Crystal you simply have to have. Or deploy the Hijacker at the foot of a GDI base and unleash a destructive Data Worm without warning.



Vein Detonation

Level Required: 16

Support Points: 50

Duration: 20 seconds

Cooldown: 2 seconds

Vein Detonation is a direct-damage Support Power of cataclysmic proportions. Target any non-shrouded area to pump all your SPs into a devastating two-part strike. First, a pulsating earthquake erupts without warning, slowing all affected enemies, reducing their ability to dodge, and dealing damage over time. Second, the quake ends and a large Tiberium cloud is released from cracks in the earth, doing initial damage and then infecting all enemies with Tiberium sickness that persists for a time, dealing additional damage over time and reducing enemies' armor, even if they move out of the cloud. This power is very similar to the Aftershock unit's attack cycle, but it has a greater area of effect and can be unleashed without warning. Extremely destructive to GDI bases.



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Risen Monolith

Level Required: 17
Support Points: 40
Duration: 30 seconds
Cooldown: 2 seconds

When struggling to hold a vital region, use this power to unburrow a monstrous Obelisk of Light that fires a high-damage laser at nearby foes. The Risen Monolith can network with garden-variety Obelisks of Light and the unpacked Nod Defense Crawler's Obelisk turrets for even greater damage. The following tables detail the Risen Monolith's attack and defense stats.



DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,050	Reinforced	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Slow/Slow	Medium	High	Line

Mark of Kane

Level Required: 18
Support Points: 50
Duration: 20 seconds
Cooldown: 2 seconds

Bestow the Mark of Kane to grant a boon to the Brotherhood's legions. This power gives all Nod units in a large target area a 50 percent bonus to their firing speed, greatly enhancing the amount of damage they can dole out in a short amount of time. The effect is temporary, but it lasts long enough to ensure no GDI forces will survive.



Tiberium Infusion

Level Required: 20
Support Points: 50
Duration: 30 seconds
Cooldown: 2 seconds

This power instantly completes the cooldown period for all Nod unit and structure abilities across the battlefield. All Nod Commanders' forces benefit from this awesome power, which effectively allows all unit and structure abilities to be used twice in a row. You've waited long enough for Ascension; wait no longer.



PLAYING NOD'S SUPPORT CLASS

Nod's Support Class is a fun one to play, but a difficult one to master. Its strength lies in unit synergy and the timely use of Support Powers. The Support Crawler's Tier 1 units are somewhat lackluster compared to Nod's Offense and Defense classes—none are equipped with lasers or blast weaponry. Its Tier 2 units more than make up for this lack of early might, however, so the key to success lies in quickly deploying Tier 2 forces to the field.



Marauders and Cobras are a Nod Support Commander's go-to units at the start of most matches. Venoms are also handy when facing GDI Support adversaries. Begin with Marauders, immediately dispatching them to defend Tiberium Crystal spawn sites—particularly blue Tiberium Crystals. The Marauder's powerful shotgun makes short work of light enemy scouts and Outpost-building Dozers, which are commonly sent to collect Tiberium Crystals or lock down blue crystal sites in the early goings of a match. Support your Marauders with Scalpels to keep them in good repair, sending at least one Scalpel to each site you wish to defend.

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Advance Cobras right behind your Marauders, using them to combat medium vehicles. Swift Venoms also make ideal scouts and harassers—task them with punishing GDI crystal gatherers, preventing them from making off with the goods. It's perfectly acceptable to sacrifice your

Venoms in this effort so long as GDI is not able to retrieve those crystals—issue them the attack order and allow them to pursue crystal harvesters for as long as it takes.

TIP

It's usually wise to spend your very first Upgrade Point on the Speed Boost. This helps make up for the lack of speed that Nod Support units suffer. The Speed Boost is especially important to Marauders; the faster they can gather Tiberium Crystals, the faster you'll be able to tech up and unlock those powerful Tier 2 units.



The moment you're able, purchase the Tier 2 Tech upgrade and begin producing either Tyrants, Vertigos, and Salamanders. Tyrants can counter heavy units and slice up enemy defense structures, but their real advantage lies in their Burrow ability, which allows you to sneak

into position and assault GDI bases from unexpected angles. The speed and anti-ground capabilities of Vertigos make them extremely valuable against GDI Offense and Defense forces, particularly after they've been upgraded with the Cloak Module. Salamanders are excellent anti-air units and perfect for battles waged against GDI Support Crawlers, ideal at locking down key sites with their rockets and devastating anti-ground Purification ability.

TIP

Definitely purchase the Cloak Module if you're combatting GDI Offense or Defense forces. This upgrades the anti-tank Cobra and anti-ground Vertigo with the Stealth ability, helping them repel GDI's vehicles and decimate their base defenses and clustered infantry. Even when detected, Cobras and Vertigos will still enjoy a dodge bonus—very useful considering the flimsiness of these aircraft.

With stealthed Cobras countering enemy vehicles, Marauders annihilating their scouts, and Salamanders obliterating their aircraft, you should have little trouble holding onto three TCN Nodes and preventing your rival from claiming many Tiberium Crystals. Keep plenty of Scalpels around to heal your forces and purchase their Infusion Engine upgrade so you can exploit that ability—it's a fantastic attack buff. When you at last acquire Tier 3 technology, begin producing Basilisks and Leviathans, utilizing their powerful weaponry to repel enemy heavies and the Leviathan's armor buff aura to aid your forces in holding their ground.

COMBATING NOD'S SUPPORT CLASS

In the hands of a skilled Commander, Nod's Support Class can be a nightmare to battle. The class relies on quickly reaching its Tier 2 units because its Tier 1 forces are so limited; you can therefore stifle Support Commanders if you're quick to counter their crystal harvesters. Gain the early advantage by sending groups of Tier 1 rocket and cannon units to secure Tiberium Crystals—you must not allow Nod to claim these resources. Rocket units are ideal because they excel at destroying aircraft, while cannon units are needed to destroy enemy Marauders, their primary crystal gatherers. Purchase the Accuracy Boost upgrade to ensure your units' rockets and cannon attacks find their mark, and keep reinforcing the crystal sites to keep Nod's gatherers at bay.

When playing GDI's Defense class, focus on setting up Outposts and deploying defense turrets at Tiberium Crystal sites, spending additional PPs to purchase their structure upgrades. Nod's Support Class has no access to laser or blast units until they advance to Tier 2 units, so they'll have a tough time dealing with base defenses. Exploit this weakness and lock down as many Tiberium Crystal sites as possible, along with the map's "neutral" TCN Node that's usually found somewhere in the middle. The longer it takes for Nod's Support forces to access Tier 2 technology, the easier time you'll have at thwarting them and hoarding Victory Points.

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Neutral

We've covered GDI and Nod; now let's take a look at the neutral units and battlefield structures you're likely to encounter while conducting business out in the field.

NEUTRAL UNITS

All the following units are produced at the Mutant Hovel, a neutral map structure that can be captured like any other to provide an auxiliary unit production facility. Neutral units cost CPs to employ but have no build times; they're produced instantly from the Mutant Hovel. Neutral units function just like any other ground unit; they're able to combat enemies, capture structures, and collect Tiberium Crystals as ordered by their Commander. You can only control a limited number of each type of neutral unit at a time.

Forgotten Scrapbus

Type: Heavy vehicle
Command Points: 10
Limit: 1
Strong Against: Light units
Vulnerable To: Lasers
Abilities: –



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,350	Heavy	No	No	No	No

ATTACK STATS

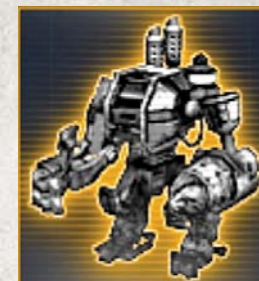
Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	--	Fast/Fast	Medium	Medium	None



The Forgotten Scrapbus is a powerful anti-light vehicle armed to the teeth with four machine gun turrets. Just one of these Mutant Hovel vehicles can wipe out waves of light scouts and crystal gatherers, holding a Tiberium Crystal spawn site for quite a while. If a map features Mutant Hovel, capture it early on and use Forgotten Scrapbuses to defend crystal sites from enemy gatherers.

Forgotten Ironback

Type: Heavy vehicle
Command Points: 6
Limit: 3
Strong Against: Medium vehicles
Vulnerable To: Cannons
Abilities: Leap, Smash
(upon attack order)



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	400	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
675	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon (Smash)	--	--	Medium/Medium	Melee	Medium-high	None
Cannon (Leap)	--	--	Long/Long	Medium-long	Low	Medium circular

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Forgotten Ironbacks are large mechanical robots designed to obliterate medium vehicles with their brutal smash attacks. Use the Ironback's Leap ability to quickly close in on enemy tanks. The Ironback damages any vehicles it lands on when it comes crashing down, then

proceeds to batter its adversaries with relentless blows. A Forgotten Ironback's melee attacks never miss, so these brutes can be especially useful against GDI Sheppards, which enjoy a natural bonus to dodge.

Visceroid

Type: Heavy vehicle

Command Points: 3

Limit: 5

Strong Against: Structures

Vulnerable To: Guns

Abilities: Explode (upon attack order)



Visceroids are quick little critters that scamper about, seeking out enemies to rush and explode near for significant blast damage. After exploding, a Visceroid leaves a noxious Tiberium cloud behind that inflicts additional damage over time and reduces armor. Because

of their speed and capability for area damage, a small group of Visceroids can be lethal to enemy groups and base defenses. Their speed also makes Visceroids useful for securing battlefield structures and harvesting Tiberium Crystals.

NEUTRAL STRUCTURES

The following structures are common to many battlefields. Most neutral structures can be captured by positioning one or more ground units close by; the structure is then slowly captured, as indicated by a progress bar that appears above the structure. When no enemies are present, the amount of units does not factor into how quickly a structure is captured; they're captured at the same rate regardless of whether one unit is stationed there or 20. However, if a rival also has units near the structure, then the force whose units have the highest total CP value will be the one to sway the structure to their control. Aircraft cannot capture structures, so their CP value is never considered.

TIP

If an enemy has captured a structure, attack it directly to quickly shift the structure's alignment back to neutral, deactivating the structure and shortening the time it'll take your forces to assume control. Battlefield structures cannot be destroyed, so don't hesitate to attack neutral structures captured by your rivals.

NOTE

Many battlefields feature built-in GDI and Nod defenses. These turrets are placed to discourage early game rushing and Deploy Zone "camping." See the GDI and Nod chapters to learn all about their unique defensive structures.

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium-fast	400	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
150	Light	No	No	No	Yes

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	No	--	--/--	Short	Medium	Medium circular

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Anti-Air Turret



RECONNAISSANCE STATS

Vision	Detector
Long	No

DEFENSE STATS

Health	Armor	Auto-Heal
1,000	Reinforced	Yes (when allied ground forces are nearby)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	Yes	--	Medium/Medium	Long	Medium	Small circular



As their name implies, Anti-Air Turrets are designed to destroy enemy aircraft with powerful volleys of rockets. This makes them extremely valuable when combatting Support class rivals. Anti-Air Turrets also can fire on ground forces, but they'll have lackluster results compared to Artillery Turrets.

Artillery Turret



RECONNAISSANCE STATS

Vision	Detector
Long	No

DEFENSE STATS

Health	Armor	Auto-Heal
1,000	Reinforced	Yes (when allied ground forces are nearby)

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Blast	Yes	--	Slow/Slow	Long	Medium	Medium circular



Artillery Turrets are designed to batter ground forces with powerful explosive shells. Each volley from an Artillery Turret deals blast damage over a wide area, decimating clustered units. It's therefore wise to scatter your forces (F key) while attempting to steal Artillery Turrets away from your adversaries. Forward Artillery Turrets make excellent fall-back points and staging sites for raids into enemy territory.

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Garrisonable Structure



DEFENSE STATS

Health	Armor	Auto-Heal
800	Reinforced	No



Garrisonable structures come in different sizes, but they all look roughly the same. These structures cannot be captured, but instead provided places for infantry to hole up while defending vital ground. When a garrisonable structure suffers enough damage, its occupants are forced out,

but the structure remains in place on the field. Damaged garrisonable structures can be repaired to allow infantry units to utilize them once more.

Mutant Hovel



RECONNAISSANCE STATS

Vision	Detector
500	No

DEFENSE STATS

Health	Armor	Auto-Heal
1,000	Reinforced	Yes (when allied ground forces are nearby)



Once captured, a Mutant Hovel can be used to provide a Commander with supplementary units. Visceroids, Forgotten Ironbacks, and Forgotten Scrapbuses can all be produced at any Mutant Hovel. These units have no build times and simply emerge from the structure immediately when produced; however, there is a cooldown period for each unit before another can be deployed (3 seconds for Visceroids, 6 seconds for Forgotten Ironbacks, and 10 seconds for Forgotten Scrapbuses). Capture Mutant Hovels and use their powerful units to fill gaps in your Tier 1 forces, gaining additional firepower to help you counter your rivals with greater success. Visceroids and Scrapbuses are particularly useful in the early stages of battle for their ability to wipe out whole groups of lighter foes.

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Refueling Station



Refueling Stations are not captured, but instead regularly pump out green Tiberium Cores that any unit can collect to recover health and gain a veterancy rank. When you're playing the Offense class, Refueling Stations will periodically spawn blue Tiberium Cores as well—very valuable to Offense class units because they greatly enhance their weapon systems once collected. Exploit Refueling Stations to the fullest to give your forces an edge.

TCN Node



RECONNAISSANCE STATS

Vision	Detector
500	No

DEFENSE STATS

Health	Armor	Auto-Heal
1,500	Reinforced	Yes (when allied ground forces are nearby)



TCN Nodes are the most vital battlefield structures to capture and hold. Each Node you own causes Victory Points (VPs) to trickle in at a steady rate, inching you ever closer to triumph. Be aware that TCN Nodes are all networked together: If you and your rival both control two Nodes, then no one will earn any Victory Points from them. On the other hand, if you control three Nodes and your rival has none, VPs will pour in at an accelerated rate. Every multiplayer map features five TCN Nodes to help ensure one team always has the upper hand. Fan out your forces and do your best to control as many Nodes as possible.

Uplink Tower



RECONNAISSANCE STATS

Vision	Detector
500	No

DEFENSE STATS

Health	Armor	Auto-Heal
1,000	Reinforced	Yes (when allied ground forces are nearby)

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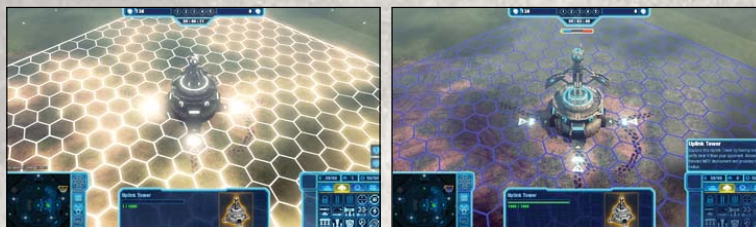
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Once captured, Uplink Towers provided auxiliary Deploy Zones, allowing the owning army to redeploy their Crawlers in remote sections of the field. This can be quite beneficial in the later stages of a battle, allowing a team's defeated Commanders to quickly deploy new Crawlers closer to the heat of battle. Captured Uplink Towers also provide Defense Commanders with a small build radius, allowing them to erect defenses around the tower and keep it safe from recapture.

CAUTION

Keep your forces out of the Deploy Zones provided by captured enemy Uplink Towers—they'll be obliterated if an adversary deploys a new Crawler on top of them!

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Campaign Walkthrough—GDI

GDI Mission 1: Beginning of the End



MAP LEGEND

1. Deploy Zone
2. VIP Convoy
3. Nod Roadblock

MISSION SUMMARY

02.05.2077

New Adana, Outskirts

Commander, the activation of the final Tiberium Control Network Node has drawn dignitaries to New Adana from around the globe. Your assignment is to escort one such VIP into the city. Be alert, GDI InOps are reporting increased Nod separatist activity in the surrounding area.

PRIMARY OBJECTIVES

1. Locate the VIP Convoy
2. Locate Your Deploy Zone
3. Rendezvous with the VIP Convoy
4. Defend the VIP Convoy
5. Destroy the Nod Roadblock

OBJECTIVE 1: LOCATE THE VIP CONVOY



Your first task is simple enough, Commander: Use your view controls to bring the VIP convoy into view. The convoy is located to the north, as indicated by your onscreen objective marker. Hold the right mouse button and move the mouse upward to locate the VIP convoy. Center your view on the convoy to complete the first objective.

NOTE

You may also move the mouse cursor to the edges of the screen to move your view, or you may use the arrow keys. Right-clicking is preferred, however, because it's fast and leaves your keyboard hand free to issue hotkey commands.

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OBJECTIVE 2: LOCATE YOUR DEPLOY ZONE



After you locate the VIP convoy, the mini-map appears at the bottom-left corner of your screen. There's a flashing marker on the map; left-click the marker to center your view on the Deploy Zone, a hexagonal grid on the ground.

OBJECTIVE 3: RENDEZVOUS WITH THE VIP CONVOY

With the Deploy Zone in view, your next task is to deploy the Mobile Construction Vehicle (MCV), also known as the Crawler. Click on the Deploy button near the mini-map, then click the Offense Crawler to select it. Click anywhere within the confines of your Deploy Zone afterward to deploy the Crawler.



Crawlers are heavily armored mobile production facilities. Press the R key or click the Crawler to select it, then click anywhere on the field to move it about. As the nickname implies, Crawlers move quite slowly.

With your Crawler on the field, the Production Panel now appears at the bottom-right corner of your screen. This panel conveniently remains onscreen at all times, even when the Crawler isn't selected, allowing you to produce units at a moment's notice. Try it out: Click the Wolf unit's icon three times to queue up three Wolves for production. Press the Z key afterward or select the Crawler

and click the Unpack Immediately button near the Crawler's portrait to unpack the Crawler and deploy the Wolves.

NOTE

Crawlers must be positioned above flat terrain in order to unpack. If your Crawler won't unpack, move it elsewhere.

TIP

Press the X key or click the Unpack at Location button near the Crawler's portrait to change the mouse cursor into a "ghost" image of the Crawler, then designate a site for the Crawler to unpack by clicking the ground at a suitable spot. This orders the Crawler to move and then automatically unpack when it reaches the desired location.



A pile of rocks blocks your progress. Press the Q key or double-click one of your Wolves to select all three, then right-click the rocks. This orders the selected units to attack the rocks, which quickly crumble to dust.

TIP

Assign units to groups so you can quickly select them in the future. With the Wolves selected, press the Control key + the 1 key to bind them to the 1 key. Now you can select them again at any time by pressing the 1 key. Grouping units is especially helpful when you have a variety of units to command.

With the rocks destroyed, press the R key to select the Crawler, and then press the Z key to pack it up into mobile form again. Double-tap the Q key afterward to select all your units, then click the ground to move them down the east ramp and over to the VIP convoy you've been ordered to protect.



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NOTE

Pressing the Q key once selects all your combat units across the battlefield. Pressing it twice selects all your units across the battlefield, including non-combatants such as Engineers and the Crawler. Q is an important hotkey, so use it well.

OBJECTIVE 4: DEFEND THE VIP CONVOY



The Nod prophet, Kane, is the VIP aboard the convoy, and his safety is paramount. Double-tap the Q key to select all your units and keep close to Kane's vehicle as it travels westward.

NOTE

Kane's vehicle will stop if the Crawler isn't close by, so keep up with him.

Several Nod separatists ambush your convoy as you near a tight valley. Fortunately, these enemies are all protected by light armor, which your Wolves' machine guns can cut through in short order. Right-click each hostile in turn until none remain. Position your units close to Kane and they'll benefit from his protective shield.



When the smoke clears, unpack the Crawler at a suitable location. You've been granted additional Command Points (CPs) and the use of new units called Hunters. Queue up three Hunters to gain some additional firepower and replace any Wolves you may

have lost in the previous skirmish. Assign the Hunters to a group to make your forces easier to manage.

NOTE

In Command & Conquer 4, the size of your army is limited by CPs. You may build as many units as you like until you reach your CP limit; to build more, you must either wait for your units to die, or dismantle some of them by selecting units and pressing the Delete key. Your current and total CPs are shown at the top of your Production Panel.



Pack up the Crawler, double-tap the Q key to select your entire army, then advance south alongside Kane's vehicle. You're ambushed again, this time by some formidable medium-armored vehicles. Fortunately, your Hunters' cannons excel at punching through

medium armor. Press the Q key once to select only your combat units and then right-click on each threat until it's safe to advance once more.

OBJECTIVE 5: DESTROY THE NOD ROADBLOCK

More Nod separatists appear farther ahead, along with three Obelisks of Light, defensive turrets whose lasers spell disaster for heavily armored vehicles like Kane's transport and the Crawler. You'll need to clear out this roadblock to complete your mission.



Once again, you've been granted additional CPs and access to a new breed of unit: Sonic Artillery. Unpack the Crawler and pump out three Sonic Artillery units, which are well suited to destroying structures such as Obelisks of Light. Wipe out any immediate threats, then select your entire force and right-click one of the three Obelisks to issue the attack order. Destroy each Obelisk in turn to clear the roadblock, producing additional units from the Crawler as needed.



With all three Obelisks of Light destroyed, Kane's transport is free to advance. Well done, Commander. You've impressed your superiors as well as the Brotherhood's most renowned prophet.



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GDI Mission 2: Bad to Worse



MAP LEGEND

1. Deploy Zone
2. TCN Nodes
3. Uplink Tower
4. Nod Tunnels
5. Artillery Turret

MISSION SUMMARY

02.05.2077

New Adana, Badlands

Minutes ago, TCN Central received a priority one alert from a Node located in the New Adana badlands. Information is scarce, but we believe this may again be the work of extremists led by Gideon. Deploy, investigate, and should it be necessary, use force to resolve the situation.

PRIMARY OBJECTIVES

1. Build and Deploy a Missile Turret at the Objective Marker
2. Build and Deploy a Bunker at the Objective Marker
3. Garrison Bunker
4. Collect Upgrade Crystal
5. Scout TCN Node Location
6. Capture TCN Node

BONUS OBJECTIVE

1. Destroy Tunnel Networks

OBJECTIVE 1: BUILD AND DEPLOY A MISSILE TURRET AT THE OBJECTIVE MARKER



You get to test out GDI's Defense Crawler in this mission. Begin by selecting the Defense Crawler and then clicking anywhere in your Deploy Zone to place it on the map.

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Roll the Defense Crawler east toward the objective marker. While en route, click the Structures tab at the top of the Production Panel, then click the Missile Turret's icon to begin production. Notice that the turret is placed in the production queue on the panel's left side. Only Defense Crawlers can build structures, a key advantage of their class.



NOTE

You may queue up as many structures as you like, but unlike units, only one structure can be stored within the Crawler at a time. Structures take time to build, so be proactive and always have a structure ready to deploy.



Unpack the Crawler close to the objective marker. Notice that the turret you've built moves from the production queue up to the panel's top-left window. Click the turret's icon in this window, then click the ground near the objective marker to place the turret.

Notice that the turret's attack radius is shown as you decide where to place it. Had you queued up more than one structure, production on the next would begin the moment you set down the turret.

NOTE

Structures require power to run, and they must be placed within the build area provided by your unpacked Crawler. Your current and total Power Points (PPs) are shown at the top of the Production Panel. When you run out of PPs, no additional structures can be built. You may dismantle structures you've built by selecting one and pressing the C key, or by clicking the Dismantle button near their portrait.

OBJECTIVE 2: BUILD AND DEPLOY A BUNKER AT THE OBJECTIVE MARKER



Bunkers are now available for production. Build one and place it at the new nearby objective marker to complete your second objective.

OBJECTIVE 3: GARRISON BUNKER



Bunkers provide shelter for infantry units, helping them survive longer while holding a position. Click the Units tab of the Production Panel and queue up an assortment of infantry units, then garrison your Bunker by selecting your infantry and right-clicking the Bunker. GDI Bunkers can store up to three infantry units.

NOTE

Other structures can be garrisoned by infantry, such as civilian office buildings. Any structure that features gray boxes beneath its health bar can be garrisoned. For each gray box you see, one infantry unit can be stored.

OBJECTIVE 4: COLLECT UPGRADE CRYSTAL



Produce additional infantry units until you've no more CP to spend, then send a small party north to collect a red and green Tiberium Crystal—simply right-click the crystals to collect them. Red crystals instantly give you five Upgrade Points (UPs), which you

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may use to research technological upgrades at your Crawler. Green crystals are worth one UP, but they must be carried back to your Deploy Zone first.

NOTE

Red Tiberium Crystals only appear in the solo campaign.

While carrying a Tiberium Crystal, units cannot use any of their normal abilities and move at approximately half their normal speed. Press the Z key to order them to drop the crystal or press the X key to make them detonate it, dealing massive damage to everything nearby. Complete your objective by carrying the green Tiberium Crystal all the way back to your Deploy Zone for an Upgrade Point.



Now that you've earned some Upgrade Points, click the Upgrades tab of the Production Panel and spend your UPs on some upgrades. These will make your units even more deadly in the battles to come.



OBJECTIVE 5: SCOUT TCN NODE LOCATION



Mass your infantry at the Crawler and place them into groups for fast selection. Then march the troops north toward a neutral tech structure called an Uplink Tower, located near the map's center. Simply by stationing your units near this building, you will begin to capture it, turning it to your side.

The slider bar atop that appears above the structure marks the capture progress; when the slider moves into the blue coloring on the left, the structure falls under your control.



Uplink Towers provide you with forward Deploy Zones and give you a small build area in which structures can be placed. This makes them especially valuable to Defense Commanders. Queue up a Missile Turret and Bunker while your soldiers seize the tower so you may deploy them shortly after its capture. Now it'll be tough for Nod to drive you away from this forward site.

BONUS OBJECTIVE: DESTROY TUNNEL NETWORKS



After securing the central Uplink Tower, send your forces east to assault a Nod Tunnel. Ground forces can quickly travel between Tunnels, so it's advantageous to destroy your enemies'. Wipe out the east tunnel, then send your army west to eliminate a second Nod Tunnel. Destroy both to complete this mission's bonus objective, gaining some extra Experience Points (XPs).

NOTE

XP causes you to level up, gaining access to new units, structures, and technologies. XP is awarded through winning battles and completing mission objectives. Your current XP is shown at the bottom of the central Selection Panel. See the "Player Profiles" section of the Basic Training chapter to learn more about XP and profile levels.



structure and hunker down until the Artillery Tower has been turned to your side.

Reinforce your army with new recruits if needed, then send your forces north, heading toward your primary objective marker. You encounter a neutral Artillery Turret on the way, which can be captured just like the Uplink Tower for the benefit of your army. Garrison the nearby civilian



With the Artillery Turret under your control, march your field units north to scout the northern TCN Node and complete your primary objective. Nod has a Crawler up here, and that won't do. You're issued new orders to capture the TCN Node away from the Brotherhood.

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OBJECTIVE 6: CAPTURE TCN NODE



Capturing the TCN Node will be extremely difficult if you don't deal with the surrounding Nod forces. Focus on blasting their Crawler to bits, wiping out the reinforcements that periodically emerge. Concentrate your fire and

don't relent until Nod's production facility goes boom.

NOTE

The green crates that sometimes appear after a unit is killed are called Tiberium Cores. Units recover some health and gain one veterancy rank when they collect these, becoming more powerful. For more information, see the "Unit Veterancy" section of the Basic Training chapter.



Zone Trooper cannons are best suited to Crawler-smashing, but make sure you have a number of Zone Enforcers to handle Nod's lighter units. If Nod starts overwhelming you, fall back to your Artillery Turret—it will make short work of any pursuers while you rally and reinforce your ranks.

TIP

Select the Crawler and set its rally point near your Artillery Turret by right-clicking the ground nearby. This causes new recruits to march to the Artillery Turret as they emerge from the Crawler, placing them close to the frontline action.



With Nod's Crawler reduced to ashes, march to the TCN Node they were defending and order your troops to attack it. Assaulting structures controlled by your rivals hastens the process of reverting them back to a neutral alignment. After the TCN Node

has reverted to neutral, simply leave your units close by to sway it under your control. Capture the TCN Node to close out the mission.

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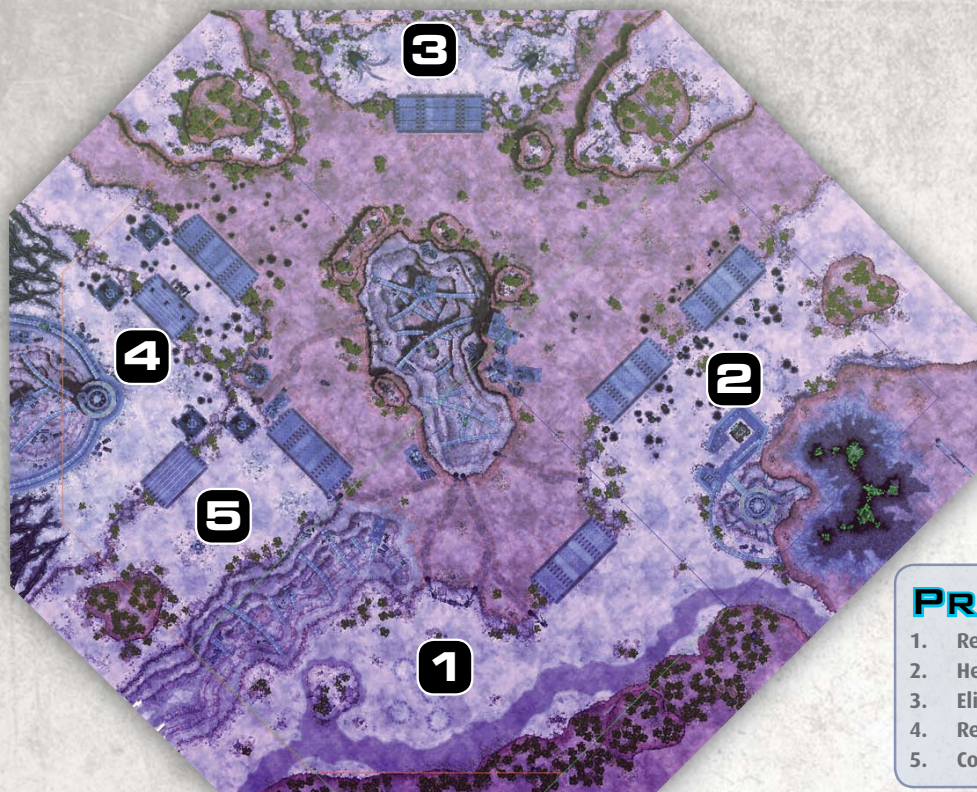
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GD1 Mission 3: Hard Choices



MAP LEGEND

1. Deploy Zone
2. GDI Defense Base
3. Nod Tunnels
4. Nod Base
5. Uplink Tower

MISSION SUMMARY

03.05.2077

Scrin Tower, Research Quadrant

Commander, long-range sensors have detected Gideon's forces on the Scrin Tower Research Center. Both General-Secretary Rios and Kane are currently on-site at this facility. This puts the stability of the GDI Council in grave danger. You will be assisting Colonel James in securing the area and keeping our leaders safe.

PRIMARY OBJECTIVES

1. Repair Defense Base
2. Help Colonel James Destroy Nod Tunnel Network
3. Eliminate Remaining Nod Forces
4. Redeploy as a GDI Defense Crawler to Reinforce the Area
5. Construct Bunkers at Designated Locations

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OBJECTIVE 1: REPAIR DEFENSE BASE



You'll be using GDI's Support Crawler in this mission, Commander. Select the Support Crawler and click anywhere in the Deploy Zone to begin.

Support Crawlers are airborne and can traverse the battlefield with greater ease than their Offense and Defense peers. Order your Support Crawler northeast, heading for the besieged GDI Defense Crawler.



Support Crawlers have access to Support Powers, which can be used at any time, provided you have enough Support Points (SPs). Your SPs are shown at the top of the Production Panel. While your Crawler is en route, click the Support Powers tab, then click the Repair Zone icon.

Target the damaged turrets near the GDI Defense Crawler and left-click to activate the Repair Zone power, instantly improving the turrets' health.

NOTE

Support Points recharge over time. You can increase the rate at which they recharge by fulfilling your supporting role, aiding allies, and hindering foes with your units' special abilities.



Keep your Crawler out of harm's way and continue using the Repair Zone power to patch up the remaining turrets. Repair all marked base defenses here to complete your first objective.

OBJECTIVE 2: HELP COLONEL JAMES DESTROY NOD TUNNEL NETWORK



With all defense turrets fully repaired, Colonel James marches her forces onto the field from the east. James plans on assaulting Nod's Tunnels to the north, and she needs your help to get the job done.



First, set your Crawler down by issuing the Unpack order (using the Z or X keys), then build three Spanners. These airborne units detect stealth and can quickly repair wounded allies. Group your Spanners and send them to assist Colonel James.

Pack up your Crawler and follow Colonel James north to Nod's Tunnels. You're granted a new power while en route: the Firehawk Airstrike. Click the Support Powers tab, then click the Firehawk Airstrike icon. Target one of the three Nod Tunnels and left-click to order a devastating aerial bombardment.



Continue battering Nod's Tunnels with the Firehawk Airstrike power. Use the Repair Zone power to heal James' units, too. Working together, you and Colonel James will have little difficulty securing the site.

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OBJECTIVE 3: ELIMINATE REMAINING NOD FORCES



access to these potent aerial bombers.



captured, the walker returns to life at half-health under your control.

Excellent work, Commander. Now to wipe the remnants of the Brotherhood scourge from this region. Nod has a small group of units to the west; destroy them with another Firehawk Airstrike. If you like, set your Crawler down and build a team of Orcas to help you in this task—you now have

One of Nod's remaining units is a heavily armed walker. Walker units leave husks behind after they're destroyed, and these husks can be captured by Engineers for the benefit of your army. Train an Engineer, select it, then right-click the husk to make your Engineer capture it. Once

TIP

If you're out of CPs, select a Spanner or Orca and press the Delete key to dismantle the unit.

OBJECTIVE 4: REDEPLOY AS A GDI DEFENSE CRAWLER TO REINFORCE THE AREA



Nod has been pushed from this region, and they're not welcome to return. March your newly captured Avatar south toward an abandoned Uplink Tower. Leave the Avatar standing near the Uplink Tower to capture it, gaining a forward Deploy Zone.

NOTE

You may unpack your Crawler near the Uplink Tower to capture it as well. Only ground units can capture structures.



With the Uplink Tower captured, select your Crawler (R key) and press the Delete key to dismantle it. After your Crawler has completely dismantled, you can redeploy a new one. Pick a Defense Crawler this time, and deploy near the Uplink Tower you've just captured to complete your objective.

NOTE

The little number in the Deploy button's upper-left corner indicates the amount of reserve Crawlers you can deploy. If the number is 0, then you're all out of Crawlers—don't lose the one you've got!

OBJECTIVE 5: CONSTRUCT BUNKERS AT DESIGNATED LOCATIONS



Now that you've switched to a Defense Crawler, you've lost access to your Support Powers. You're able to build structures now, however, so build two Bunkers and set one down at each of the nearby objective markers. This completes your final objective and ensures

that the Brotherhood will have a tough time reestablishing a foothold in this region.

NOTE

At this point in the story, you have the option to continue playing the GDI campaign, or you may switch over to Nod. Read onward if you decide to stick with GDI. Skip to the Nod walkthrough chapter of this guide if you choose to join the Brotherhood.

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GDI Mission 4: Spontaneous Outbursts



MAP LEGEND

1. Deploy Zone
2. Evacuation Centers
3. Refugee Truck Insertion Point
4. Refugee Truck Evacuation Point

MISSION SUMMARY

06.05.2077

New Adana, Outskirts

Gideon has used lies and propaganda to create frenzy among his followers. Now they are rioting throughout New Adana and its surrounding suburbs. Citizens are being evacuated, but the separatists appear to be targeting the Civilian Evacuation Centers. Your assignment, Commander, is to reclaim New Adana and protect its citizens.

PRIMARY OBJECTIVES

1. Secure the Evacuation Centers
2. Defend the Fleeing Refugee Trucks

OBJECTIVE 1: SECURE THE EVACUATION CENTERS



You may choose any Crawler for this mission, Commander. We recommend using an Offense

Crawler because it's the most straightforward class, but feel free to pick any Crawler you like. Deploy the Crawler in the Deploy Zone after making your selection.



Unpack the Crawler in the Deploy Zone and begin producing units. You primarily face infantry and air units in the first half of this mission, so build units that fire machine guns and rockets to counter them. Just keep building units until you've no more Command Points to spend.

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Be sure to build an Engineer or two, because Engineers have a wide range of supportive abilities. Use an Engineer to collect the red Tiberium Crystal on the plateau near your Deploy Zone for some fast Upgrade Points, then purchase upgrades for your forces through the Upgrades tab of the Production Panel.



After building your army and upgrading its talents, pack up the Crawler, double-tap the Q key to select your whole army, and march east toward the nearest Evacuation Center. As you draw near, unpack your Crawler near the site, then press the Q key once to select only your combat forces. Press the A key and right-click in the middle of the Evacuation Center to have your combat forces Attack-Move into the site, annihilating every enemy they see.



NOTE

Your units will automatically fire on the best targets for their particular brand of weaponry, so the Attack-Move order is an easy way to engage a large group of hostiles.



Keep up the pressure until you've secured the first Evacuation Center, producing backup units from your Crawler as needed, and remembering to build structures and unleash powers if you're playing the Defense or Support class. When the site is secure, an evac shuttle lifts off, ferrying its cargo of citizens safely out of the zone. Additional troops are deployed shortly thereafter to assist you in securing the rest of the city.

TIP

Remember to collect green Tiberium Cores dropped by defeated units to heal your forces and increase their veterancy. If you're playing as the Offense class, keep a lookout for blue Tiberium Cores as well—collecting these enhances many of your units by outfitting them with additional weaponry.



Repair your units and then march north to the second Evacuation Center. Again, unpack your Crawler nearby and then simply issue the Attack-Move order to have your forces secure the site. Rest up and repair afterward.



Next, march to the third Evacuation Center. Secure this final site just as you did the first two to complete your objective.

OBJECTIVE 2: DEFEND THE FLEEING REFUGEE TRUCKS



With all three Evacuation Centers secured, your next objective is to defend a series of Refugee Trucks that must pass through the city to make good their escape. The trucks emerge from the west end of the highway and must travel all the way to the highway's opposite end. Gather your army and hurry south to the highway in preparation to defend the trucks from inbound Nod forces.

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TIP

If you're not playing as the Defense class, consider dismantling your Crawler and switching over to Defense at this point. Turrets will be invaluable in your struggle to protect the Refugee Trucks.

CAUTION

Don't leave any of your units near the Evacuation Centers. These sites are now Nod Deploy Zones, and any units left here may be destroyed when Nod's forces deploy.



Your first task is to eliminate the squadrons of light Nod aircraft that now patrol the highway. These aircraft are shown as red blips on your mini-map; seek them out with your troops and eliminate them.

Nod's forces will soon deploy in the red zones north of the highway, so begin setting up defensive choke points at each of the ramps that lead down to the road. This is easiest to accomplish with the Defense Crawler; simply unpack near each ramp, set down a couple of turrets, then move to the next ramp and repeat. While your Crawler works at setting down turrets, your army should be following the Refugee Trucks and eliminating Nod threats along the highway.



TIP

Select your combat units with the Q key, press the G key, then left-click on the leading Refugee Truck in each convoy. This sets your forces to Guard Stance, causing them to follow the targeted truck and defend it against all harm.



You don't need to save every Refugee Truck, but the mission won't end until 12 trucks have made it through the city. Pay attention to the units Nod throws at you and build the proper forces to counter them. Use

guns against light-armored units, cannons against medium-armored units, and rockets against aircraft. Build turrets to defend the ramps leading to the highway, and keep fighting the good fight until 12 Refugee Trucks have made good their escape.

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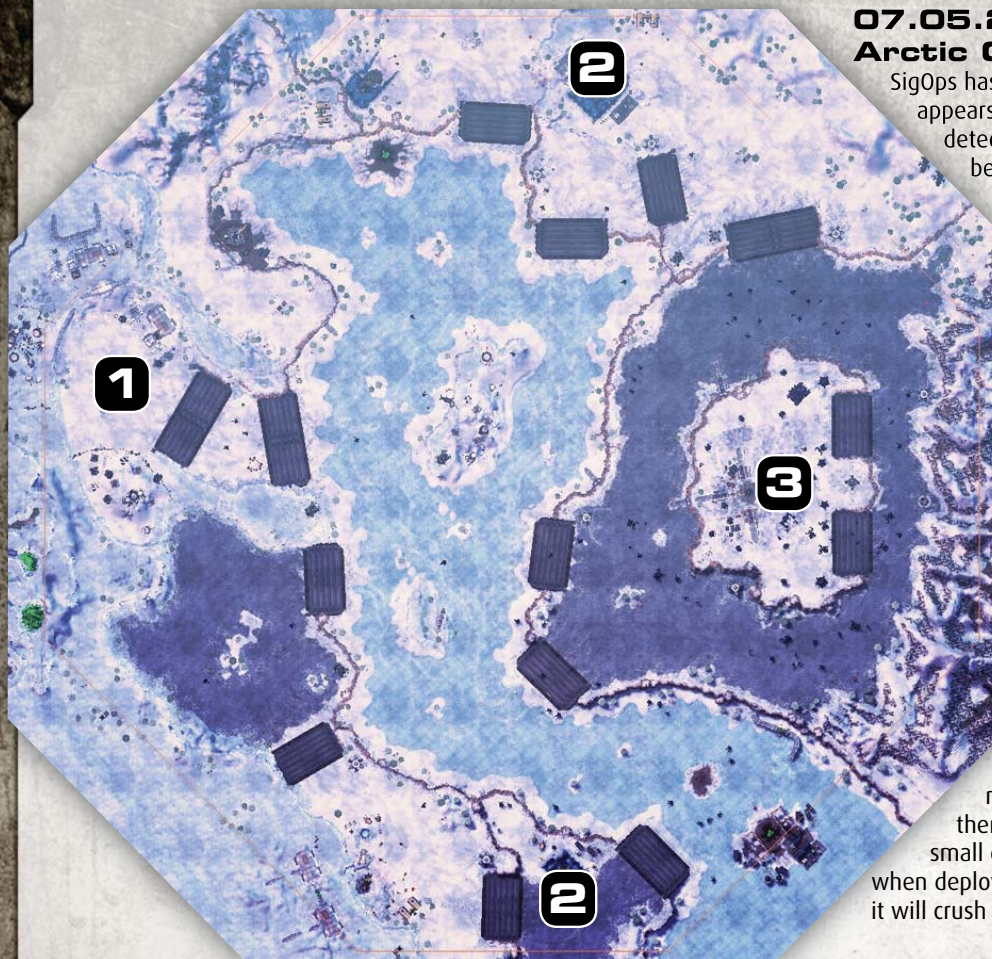
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GDI Mission 5: Cold Hard Truth



MAP LEGEND

1. Deploy Zone
2. Nod Dig Teams
3. Satellite Relay

MISSION SUMMARY

07.05.2077

Arctic Circle, TCN Research Facility

SigOps has tracked Kane's transport to the Arctic Hub. This Hub appears to be emitting a unique signal, similar to the ones detected at New Adana and the Scrin Tower. Colonel James believes that this is our chance to find the truth behind Kane's plan. We just need to get inside the structure and analyze the data ourselves. Unfortunately, there are two Nod splinter groups fighting for control of the Hub who aren't going to make this easy.

PRIMARY OBJECTIVES

1. Get an Engineer into Satellite Relay
2. Defend Satellite Relay

BONUS OBJECTIVE

1. Eliminate Dig Teams

OBJECTIVE 1: GET AN ENGINEER INTO SATELLITE RELAY

Select your favorite Crawler (Offense class is recommended) and then deploy. Target the small group of Nod scouts when deploying your Crawler and it will crush them as it drops in.



Amass an army that can deal with light and medium ground forces, and be sure to include an Engineer or two for support. Move down the nearby ramps and capture the neutral Artillery Turret on the east plateau. Collect the nearby green Tiberium Crystals as you do this and return them to your Deploy Zone so you may purchase upgrades.



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TIP

Red Tiberium Crystals also lie to the north.



March north and then east, heading for the yellow Bonus Objective marker to the north. As you scale the north ramps, attack the elevated Artillery Turret that's under Nod's control to quickly revert it to neutral, minimizing casualties.



Make a stand on the high ground near the Artillery Turret. Capture the turret and nearby Uplink Tower while repelling the enemy forces that scale the east ramp. Hold this position and counter Nod's forces while your units gain veterancy, then push east and wipe out their Offense Crawler once you've gained the upper hand.

BONUS OBJECTIVE: ELIMINATE DIG TEAMS, PART A



While holding position up north and assaulting Nod's Offense Crawler, send some gunfire units to eliminate the nearby Nod dig team. Advance an Engineer to capture the husk of a Mammoth Tank afterward, which the Brotherhood was trying to excavate. Now you've got some serious firepower under your command.



With Nod's Offense Crawler destroyed, gather your army and march south, heading for the southern Bonus Objective marker. You encounter a second Nod Offense Crawler as you draw near; make a stand and use your superior, seasoned forces to crush this Crawler.

TIP

If your Mammoth Tank is destroyed, quickly recapture its husk with another Engineer to bring it back online.

BONUS OBJECTIVE: ELIMINATE DIG TEAMS, PART B



Repair your units after defeating Nod's second Offense Crawler, then press onward and decimate their southern dig team with a hail of gunfire. This completes the mission's Bonus Objective. Capture the Mammoth Tank here to strengthen your army even more.



With two Mammoth Tanks under your control and a host of veteran units, save your game and then advance up the north ramps, heading for the Satellite Relay that you must capture. Nod has a Defense Crawler poised near the Satellite Relay, along with an Avatar walker, so taking this ground won't be easy. Make sure you've got Engineers around to recapture your Mammoth Tanks in the event that they're destroyed.

TIP

If any of your units aren't sitting at full Heroic veterancy, take advantage of the Refueling Station to the east of the Satellite Relay plateau, which regularly pumps out Tiberium Cores.



Unpack your Crawler at the base of the ramp leading up to the Satellite Relay, then order your army to Attack-Move up the ramp and into the fray. Gun units are ideal at this point, as Defense Crawlers are quick to churn out light infantry units.

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Keep up the pressure, countering Nod's forces until you at last manage to destroy their Defense Crawler. Capture their Avatar with an Engineer the moment you defeat it to assist you in the effort. Secure the nearby Uplink Tower, as well, but don't send an Engineer to capture the Satellite Relay just yet.

OBJECTIVE 2: DEFEND SATELLITE RELAY



After obliterating Nod's Defense Crawler, dismantle your current Crawler so you may deploy a Defense Crawler at the Deploy Zone provided by the nearby Uplink Tower (if need be). Build numerous Missile Turrets and place them all about this plateau. Queue up anti-air units (anything that fires rockets) and then send an Engineer to capture the

Satellite Relay.



at the ready at all times and order one into the Satellite Relay whenever its health drops below 50 percent—Engineers instantly repair the Satellite Relay up to full health once ordered inside.

TIP

Build Bunkers and garrison your rocket-launching infantry inside for added anti-air defense.



on standby, you shouldn't have too much trouble holding this site and completing your mission.

Having lost the Satellite Relay to their hated enemy, the Brotherhood quickly orders large fleets of powerful aircraft to destroy the vital structure. Defend the Satellite Relay at all costs, using Missile Turrets and anti-air units to counter Nod's airborne armada. Keep Engineers

Play defense for several minutes until your Engineer at last succeeds in breaching the Satellite Relay's communications network. Rebuild Missile Turrets as needed, keeping plenty queued up at all times. With strong anti-air defenses and tower-repairing Engineers

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GDI Mission 6: Transport Down

MISSION SUMMARY

08.05.2077

Tiberian Wastelands, "Tin City"

The Global Stratospheric Transport (GST) appears to have crashed in an area known as "Tin City," home to several tribes of the heavily mutated "Forgotten." They are unlikely to welcome our presence here, so it would be wise for us to get the GST airborne ASAP. We'll need to locate and rescue the GST's Engineering Corps, whose Escape Pods are currently scattered across this territory. Once the Corps are recovered, we can begin repairing the GST.

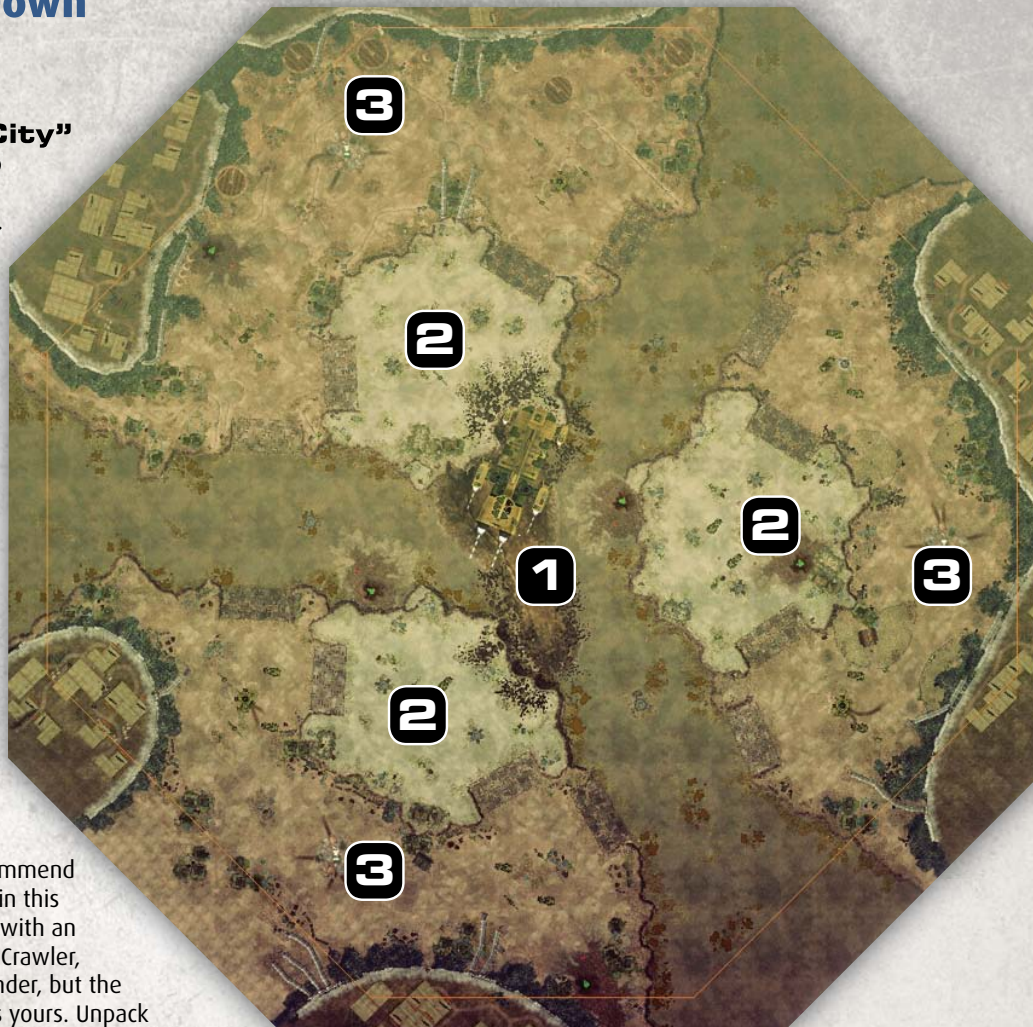
PRIMARY OBJECTIVES

1. Secure the Escape Pod Crash Sites
2. Capture the Tiberium Control Nodes
3. Protect the Global Stratospheric Transport

OBJECTIVE 1: SECURE THE ESCAPE POD CRASH SITES



We recommend you begin this mission with an Offense Crawler, Commander, but the choice is yours. Unpack immediately and begin building gun units and units that fire lasers, such as the Offense class's Titan MKII. The former will help you dispatch the roaming mutant Visceroids, while the latter will aid you in annihilating heavily armored Scrapbuses—both of which are in high supply here at Tin City.



MAP LEGEND

1. Deploy Zone
2. Escape Pod Crash Sites
3. TCN Nodes

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TIP

Grab the red Tiberium Crystal near your Deploy Zone and purchase upgrades without delay.



Put your units into groups, and advance your entire army north and then east, scaling a ramp to reach higher ground. Defeat the mutant Scrapbuses and Visceroids you encounter here to secure a Refueling Station, which you may exploit to rank up your forces. Order an Engineer to capture the nearby husk of a powerful Mastodon walker, too.



The first of the three downed GDI Escape Pods lies beyond the next ramp. Advance your forces and eliminate all hostiles here to rescue the pod's survivors—some GDI infantry. Collect the nearby red Tiberium Crystals afterward to score even more upgrades.

Next, go down the south ramp and engage more mutants near a Mutant Hovel. Capture the Mutant Hovel structure to cease its flow of hostile mutants and gain the ability to enlist mutants to fight for your cause. You can train Visceroids, Scrapbuses, and Forgotten Ironbacks at Mutant Hovels.

A TCN Node stands to the north, but you can't capture it yet. Go south instead, down one ramp and up another, destroying more mutants on your way to the second Escape Pod. Secure the site to rescue more GDI survivors.



After saving the second Escape Pod's crew, head down the west ramp and fight to capture a second Mutant Hovel. This prevents hostile reinforcements from emerging from the structure.



Now head north from the second Mutant Hovel, going down a ramp and up another to locate a second Mastodon husk. Obliterate the surrounding mutants and capture the Mastodon to gain another heavy walker.



The third and final Escape Pod lies up the east ramp. Crush the native hostiles to secure the site and complete your first objective.

OBJECTIVE 2: CAPTURE THE TIBERIUM CONTROL NODES



Two Nod Offense Crawlers are now inbound, intent on preventing you from capturing Tin City's three TCN Nodes. It takes a good minute for Nod's Crawlers to appear, so march north and secure the northern TCN Node and Mutant Hovel before the Brotherhood arrives.

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TIP

If you're playing in Co-Op mode, ignore the north TCN Node and Mutant Hovel. Instead, each player should simply rush to one of the two Nod Deploy Zones, splitting up to decimate both inbound Nod Crawlers the moment they arrive. Just don't leave any units within the boundaries of Nod's Deploy Zones or they'll be slaughtered when Nod's Crawlers emerge!



The Brotherhood will begin recapturing the Mutant Hovels near their Deploy Zones the moment they arrive, then move to capture the nearest TCN Nodes. Leave a couple of units to defend the north TCN Node you've just captured, or place a few Guardian Cannons near the Node if you're using a Defense Crawler. March the bulk of your army south, including your Crawler, retracing your steps along the path you took to get here. If need be, recapture the map's western Mutant Hovel on your way to capturing the southwest TCN Node.

NOTE

Don't worry if the Brotherhood succeeds in recapturing the north TCN Node. You'll soon wipe out their Crawlers and have plenty of time to reclaim the Node.



With the southwest TCN Node under your control, leave another small group of units to hold the site (or a couple of Guardian Cannons) while you march your Crawler and main army east and then north, heading for the final TCN Node. You're likely to encounter both Nod Offense Crawlers at this site; destroy them both with your superior, seasoned forces, leveling your Mastodons' mighty weaponry at each Crawler in turn while your remaining troops smash Nod's forces.

It takes several minutes for Nod to redeploy backup Crawlers to the field, so time is now on your side. Divide your units, sending separate parties to capture all three TCN Nodes and complete the mission's second objective.



OBJECTIVE 3: PROTECT THE GLOBAL STRATOSPHERIC TRANSPORT

You've done well, Commander; now you just need to defend the GST while its repairs are completed. Rush all your units to your initial Deploy Zone and switch to a Defense Crawler if you're not using one. Unpack near the GST and begin placing Missile Turrets and Guardian Cannons all about the area.



Nod forces attack from the north, west, and south, aiming to damage the GST and prevent it from taking off. Beat the Brotherhood back and keep those defense turrets coming. Keep a constant lookout for enemy fire striking the GST and be quick to eliminate the source of the attacks. Play defense until the GST is back to full health and able to lift off, leaving Tin City in the dust.



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GDI Mission 7: Insurrection

MISSION SUMMARY

09.05.2077

New Adana, Government District

With Rios blind to Kane's plot, Colonel James has been forced to declare martial law. We're sending in a strike team to bring Rios into custody. You must lead an advance group to take down the city defenses to clear the way for the strike team. The success of this mission depends on you.

PRIMARY OBJECTIVES

1. Destroy One or More Defense Crawlers before Strike Team Arrives
2. Guide Strike Team to GDI Central Command

BONUS OBJECTIVE

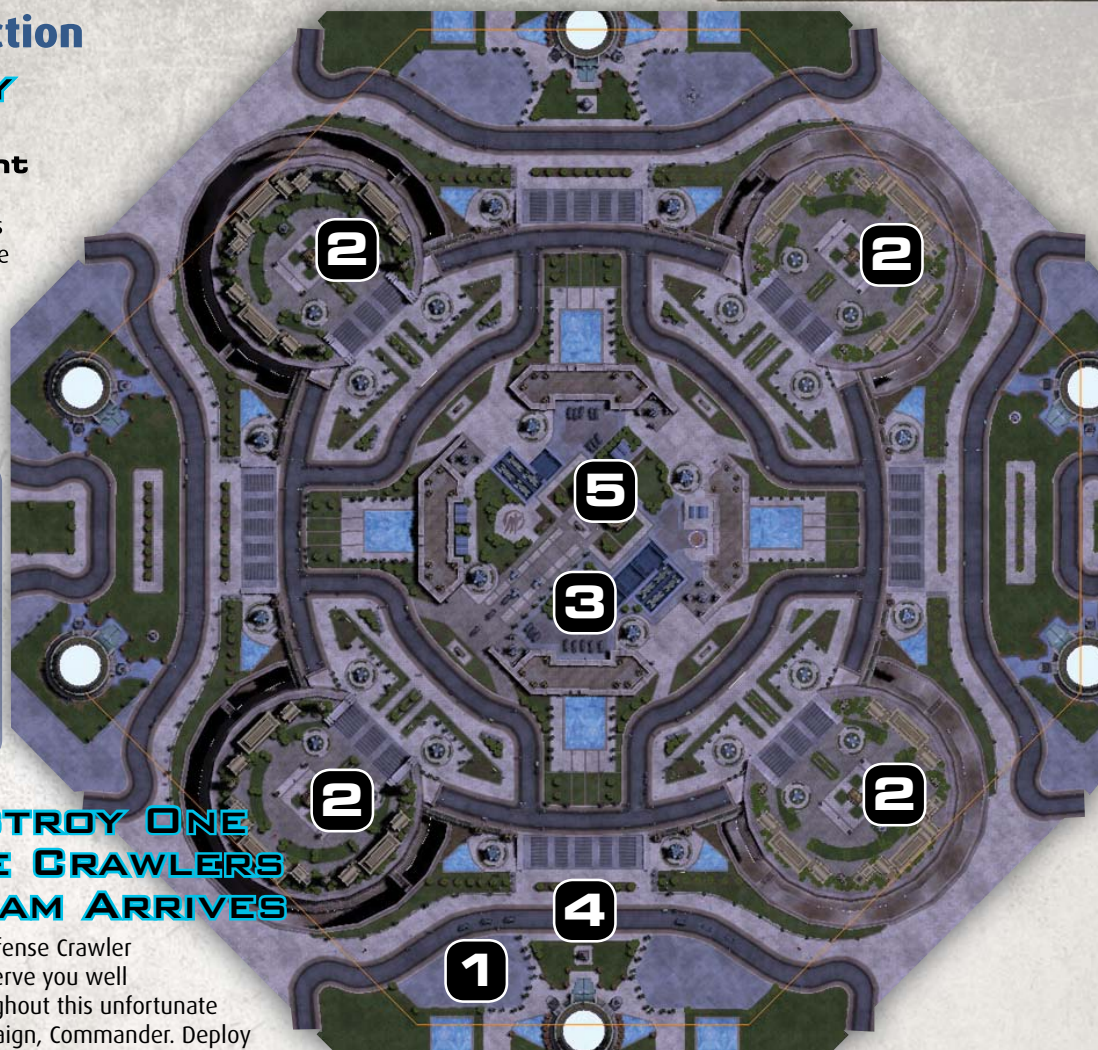
1. Destroy GDI Tunnels

OBJECTIVE 1: DESTROY ONE OR MORE DEFENSE CRAWLERS BEFORE STRIKE TEAM ARRIVES



An Offense Crawler will serve you well throughout this unfortunate campaign, Commander. Deploy and amass an army of machine gun units and laser units—these will help you counter the countless infantry and structures employed by the GDI under Rios' command.

Send your army north and then west, advancing toward the first of four GDI Defense Crawlers in the city.



MAP LEGEND

1. Deploy Zone
2. GDI Defense Crawlers
3. GDI Tunnels
4. Strike Team Insertion Point
5. GDI Central Command

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TIP

If you're playing Co-Op mode, feel free to divide and conquer the city, with each player taking to one half of the map.



Expect to encounter stiff GDI opposition as you storm the city. Eliminate all infantry patrols and defense turrets you see on your way to the nearest Defense Crawler. The turrets are especially vital targets; destroying them helps clear the way for the inbound strike team.



The GDI Defense Crawlers sit on plateaus that are accessible only by a single ramp. Naturally, these plateaus are well fortified by numerous turrets and Bunkers, and plenty of infantry. Focus on destroying the perimeter defenses first, concentrating your fire on each structure in turn



before advancing to obliterate the Crawlers themselves.

You only need to destroy one Defense Crawler to accomplish your initial objective, but try to get all four. Each time you destroy a Crawler, you're reinforced with additional units, including powerful Mastodon walkers, formidable anti-air units known as Thunderheads,

and heavy Refractor vehicles that inflict massive damage on structures and heavy units. Refractors are also capable of reflecting attacks when not attacking, adding to their value. In addition, destroying the GDI Crawlers earns you blue Tiberium Crystals, which you may carry back to your Deploy Zone for two Upgrade Points apiece.

You have plenty of time to secure the city if you don't waste time. Work in a clockwise pattern, decimating the city's defense turrets and obliterating each of the four Defense Crawlers in turn.



BONUS OBJECTIVE: DESTROY GDI TUNNELS



At any point during your Defense Crawler hunt, you may advance on the city's center and wipe out the GDI Tunnels located there. This is easiest to accomplish with the advanced units you gain after you've taken out a few Crawlers. There's no rush, so feel free to destroy a Crawler or three before going after the Tunnels. Annihilate the marked GDI Tunnels to complete your Bonus Objective, score some extra XP, and stem the flow of hostile reinforcements.

OBJECTIVE 2: GUIDE STRIKE TEAM TO GDI CENTRAL COMMAND

After you've demolished all four Defense Crawlers, or after time runs out, the strike team's transport—a troop-toting vehicle called an Armadillo—is deployed to the south end of the city. This unit is under your control, but don't advance it just yet. Rios isn't about to let you capture her so easily, and a fleet of formidable Kodiak airships emerge from their docking bays about the city. An airborne Support Crawler also enters the scene. Send a few lighter units to cover the Armadillo, advancing the Crawler and the bulk of your army into the city's center to secure GDI's Central Command building.



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TIP

Don't forget that Engineers can bring fallen Mastodons back online by capturing their husks.

If you succeeded in destroying most or all of the GDI Defense Crawlers, then the reinforcement units you received in reward will be of huge value. Refractors, Mastodons, and Thunderheads are all lethal to those heavy Kodiaks, and they'll annihilate the enemy Support Crawler just as easily.



In the event that a Sonic Fence gets in your way, simply attack the Sonic Fence structures from which the barriers emanate to shut them down, gaining access to the city's center. Storm the center with an Attack-Move order, and watch as your unstoppable army does what it does best.



After crippling the enemy resistance, simply ensure the strike team's Armadillo transport reaches GDI Central Command intact. The strike team infiltrates the compound and captures General Rios. Martial law typically isn't pretty, Commander, but you sure made it look that way.



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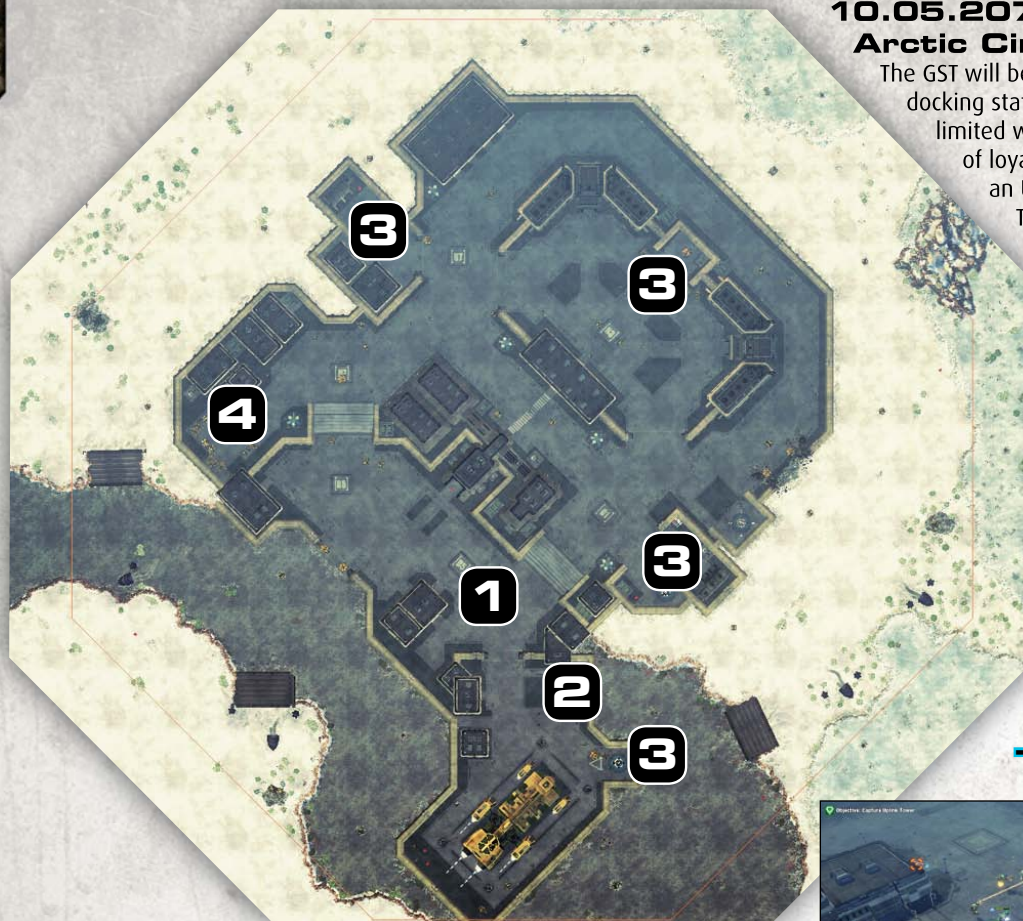
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GDI Mission 8: Lockdown



MAP LEGEND

1. Insertion Point
2. Uplink Tower
3. Tractor Beam Power Generators
4. Motor Pool Vehicles

MISSION SUMMARY

10.05.2077

Arctic Circle, GDI Supermax

The GST will be on lockdown at this Supermax facility until a docking station becomes available at GDI Central; we will have a limited window of escape. Agent Duquette has put a handful of loyal GDI Infantry at our disposal. Use them to capture an Uplink Tower so we can deploy a Crawler in the area. Then establish a battle-ready force to take down the Supermax tractor beams. We must move quickly, Commander, there is little time left.

PRIMARY OBJECTIVES

1. Capture Uplink Tower
2. Use Engineers to Deactivate Tractor Beam Power Generators

BONUS OBJECTIVE

1. Destroy Motor Pool Vehicles

OBJECTIVE 1: CAPTURE UPLINK TOWER



Agent Duquette is good as his word: A drop pod efficiently deploys a number of GDI infantry into the heart of the Supermax facility and under your command. Select and group these units by weapon type while they dispose of the initial hostile response forces.

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near the Uplink Tower afterward to capture the structure, gaining a small Deploy Zone.

OBJECTIVE 2: USE ENGINEERS TO DEACTIVATE TRACTOR BEAM POWER GENERATORS



hostile infantry and defensive structures.



and right-click the Power Generator to send him in. One down, three to go.

TIP

Collect the two red Tiberium Crystals hidden behind the GST for plenty of Upgrade Points.

Collect any Tiberium Cores that lay strewn about, then march your soldiers south toward the Uplink Tower you must capture. Defeat all nearby hostiles to secure the area, then attack the Uplink Tower itself to quickly revert it to neutral alignment. Leave your troops standing

With the Uplink Tower under your control, click the Deploy button near your mini-map and deploy your Crawler of choice to the battlefield. (Go with the Offense Crawler if you're unsure which to pick.) Unpack and produce a number of gun and laser units—these will help you counter the

Group your units and then press south to reach the first of four Tractor Beam Power Generators you must deactivate. Destroy the defending Bunker, and a drop pod will deploy a pair of friendly Engineers to help you capture the nearby Power Generator. Select an Engineer

With a formidable army at your command, press north and fight your way up a ramp that leads to the next Power Generator. Expect to encounter heavy resistance as you approach the ramp. Unpack your Crawler at the base of the ramp and reinforce your army with countering units as needed. Advance only when it's safe to do so.



Destroy the Bunker and defense turrets that guard the second Power Generator to gain another pair of Engineers who deploy via drop pod. Secure the site and capture the second Power Generator with an Engineer.

Next, cut north across the facility and fight to capture the third Power Generator to the northeast, making a steady advance and eliminating all defenses. This one's close to a GDI vehicle depot, which is part of a Bonus Objective.

BONUS OBJECTIVE: DESTROY MOTOR POOL VEHICLES



After shutting off the third Tractor Beam Power Generator, march your army south and assault an enemy vehicle depot. The depot is loosely defended, so you won't have much trouble completing this task. Destroy every last vehicle here to complete an easy Bonus Objective for some welcome XP.

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mow down the waves of infantry.

TIP

Capture the Uplink Tower to the southeast of the enemy's Deploy Zone for a forward Deploy Zone of your own.

CAUTION

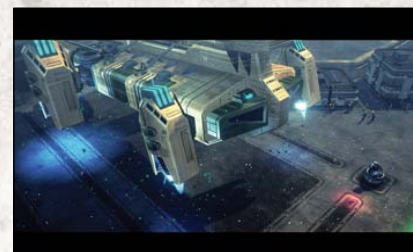
Don't leave any units standing in the enemy's Deploy Zone. If you do, they may be annihilated when the enemy deploys subsequent Crawlers!



After you destroy their first Crawler, the enemy is quick to deploy another. Don't give this one a chance to settle in; concentrate your fire and destroy it in short order. A third enemy Crawler then deploys; wipe it out without delay.



With all three of your rival's Crawlers destroyed, it's safe to advance across the enemy Deploy Zone. Decimate all defenses near the final Power Generator and capture the structure with an Engineer to complete your objective.



Free of its bonds, the GST wastes no time making good its escape from the Supermax facility. Excellent work, Commander; this operation was vital to our success.

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GDI Mission 9: To Kill a Prophet

MISSION SUMMARY

11.05.2077

Scrin Tower, Outskirts

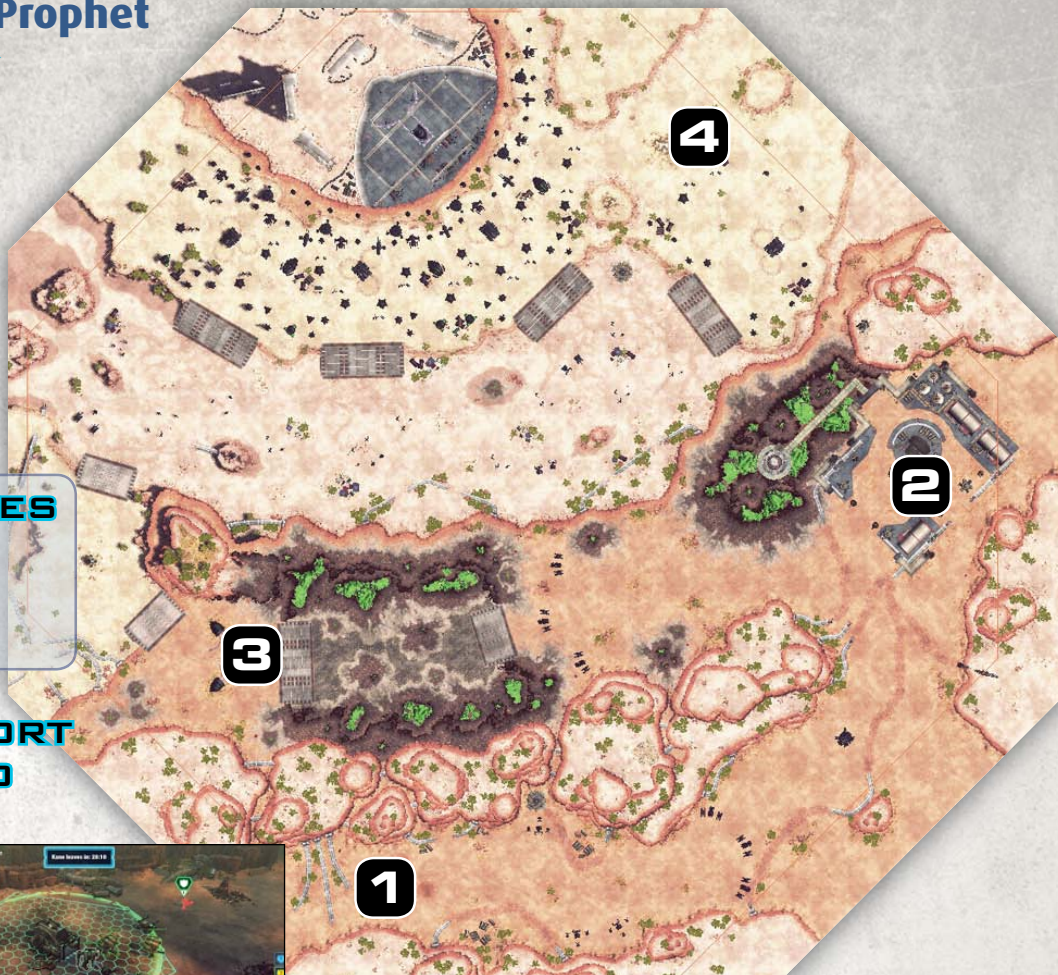
Our sources indicate that Kane is preparing to give a speech to the crowds massing around the Scrin Tower. Colonel James believes this is our one chance to eliminate the Nod leader and put an end to his plans. She herself will be pulling the trigger—she is already on site in a customized battle suit. We need to make sure that the Colonel makes it in and out safely.

PRIMARY OBJECTIVES

1. Escort Colonel James to Sniper Spot
2. Protect Base
3. Escort Colonel James to Second Sniper Spot
4. Activate TCN Node

OBJECTIVE 1: ESCORT COLONEL JAMES TO SNIPER SPOT

Time is short and Colonel James is waiting for you, Commander. You've got to reach Kane before he finishes his address. Deploy your Crawler of choice and raise an army with a large detachment of cannon units, backed by a few laser units and gun units. Collect the red Tiberium Crystal near your Deploy Zone for some fast UPs while your forces muster.



MAP LEGEND

1. Deploy Zone
2. GDI Base
3. Nod Tunnels
4. TCN Node

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TIP

Colonel James is not under your control, but she won't stray too far from your Crawler.



Advance east through the valley without delay. Nod vehicles emerge from underground burrows at various points; concentrate your fire to eliminate each ambush party, taking short breaks to rest and repair your units between each intense clash.

TIP

Unpack your Crawler and keep your units within its Repair Zone while battling the Brotherhood along the valley. This reduces the amount of repairs you'll need to administer following each skirmish.



You eventually reach a Nod Offense Crawler, from which all these vehicles have been stemming. Crush its defending units with your seasoned forces and then concentrate your fire on the Crawler itself. You're making good time if there are more than 20 minutes on the clock when the Offense Crawler goes boom.

OBJECTIVE 2: PROTECT BASE



A battered GDI base stands just beyond Nod's Offense Crawler. This is the site of Colonel James's sniper spot, but she must enter the base's command center and restore its power to extend a catwalk leading to her perch. You must defend this site while James does her work.

TIP

Another red Tiberium Crystal lies just south of the GDI compound; be sure to get it.



Don't bother switching Crawlers, even if you aren't playing the Defense class—your Deploy Zone is too far away. Instead, simply pull your forces into the base, unpack your Crawler, and make a stand against the inbound waves of Nod vehicles and walkers. As Colonel James slowly restores power to the facility, its defense turrets are brought online, helping you repel the Brotherhood's assault groups. Nod forces burrow up from all sides; do your best to keep them from attacking the command center or it'll take quite a while for James to complete her task.

TIP

Capture fallen Nod walkers with Engineers to gain added firepower.



With the base's power fully restored, James is at last able to reach her sniper perch—only to find that she can't get a clear shot at Kane. She's determined to advance to a better location and asks that you continue to provide her cover.

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OBJECTIVE 3: ESCORT COLONEL JAMES TO SECOND SNIPER SPOT



Pack up your Crawler, capture all remaining Nod walker husks with Engineers, then advance west with Colonel James. Obliterate the Nod ambush parties you encounter with your superior forces.

TIP

If you've placed structures around the GDI base, dismantle them now to recoup power. There's no need to protect the base any longer.



James covers you as you approach a field of Tiberium Crystals, which the Brotherhood is trying to detonate, hoping to slow your advance. Wait until James takes her post before pressing westward into the crystal-rich valley.

CAUTION

Don't advance into green Tiberium clouds; the noxious fumes will wreak havoc on your units. Wait until the clouds disperse before moving onward.



Hurry through the valley and scale the far ramp to engage Nod's forces on the other side. Annihilate all enemy units, then devastate their Tunnels to stem the tide of reinforcements.



Well done, Commander, you've brought Colonel James to the second sniper spot. Unfortunately, Nod has erected laser fences around Kane's platform, which must be brought down. James suggests capturing a TCN Node to the northeast—doing so should send out an EMP (electromagnetic pulse) burst that may disable the fences.

OBJECTIVE 4: ACTIVATE TCN NODE



Seeing Nod's vast forces on the hillside surrounding Kane, Colonel James puts in a call for GDI reinforcements. Multiple allied forces soon deploy to the valley ahead, ready to assist you in completing your vital task.



Before moving on, secure the nearby Uplink Tower to gain a forward Deploy Zone. This will come in handy if your Crawler is destroyed. Gather your forces afterward and advance into the valley that now crawls with friendly GDI.

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Time is running out, so allow your comrades to battle the Brotherhood while you sneak your army east through the valley. Don't issue the Attack-Move order or your units will stop to engage the hostiles. Simply double-tap **Q** to select your whole army and then right-click near the ramp at the far east edge of the valley, moving everyone through as quickly as possible.

TIP

Nab Tiberium Cores as you move through the valley to rank up your units in preparation for the final struggle.



A Nod Defense Crawler has dug in beyond the far east ramp, with all manner of units and defense turrets stationed around it. Concentrate your forces' fire on the Obelisks of Light first, followed by any other turrets that stand in your way.



Destroy Nod's Defense Crawler to clear the way to the TCN Node.



The TCN Node you must capture stands just northwest of Nod's Defense Crawler. Attack it to quickly take it offline, then simply leave your ground forces nearby to capture the Node.



James's plan works perfectly—the TCN Node sends out a massive EMP shockwave that brings the Brotherhood's laser fences down. Her line of sight cleared, the Colonel takes aim and fires, and Nod's greatest prophet is no more...

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GDI Mission 10: For All Humanity

MISSION SUMMARY

11.05.2077

Scrin Tower, Ground Zero

With no confirmed kill on Kane, we must assume that his plan to reactivate the Scrin Tower is still a go. Colonel James needs you to gain access to the Scrin Tower and confront Kane. Nod forces control the surrounding area, so you'll need to recapture this area before entering the tower. Commander...This is our one and final chance to stop Kane. Good luck.

PRIMARY OBJECTIVES

1. Capture the Deploy Zones
2. Deploy Your MCV at the Base of the Scrin Tower and Remain There
3. Survive until the Timer Expires

OBJECTIVE 1: CAPTURE THE DEPLOY ZONES



There's no time to lose—Nod assault parties are already inbound. Select your favorite Crawler and unpack, then immediately begin building anti-light units, followed by anti-mediums and anti-heavies, and a few Engineers. Repel the first few waves of attackers as you mass your army.

TIP

Send an Engineer to collect the red Tiberium Crystal atop the plateau south of your Deploy Zone for some early UPs.



MAP LEGEND

1. Deploy Zone
2. Uplink Towers
3. Scrin Tower

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With your army fully raised, pack up and fight your way southwest, annihilating Nod vehicles as you push through the valley. The enemy has secured an Artillery Turret that stands beyond a ramp; attack the turret to take it offline, then set up camp near the structure to capture it and gain its firepower. Grab two more red Tiberium Crystals near the Artillery Turret for plenty of UPs.

TIP

If you're playing the Support class, you can fly north and quickly capture the Uplink Tower north of your Deploy Zone without fighting your way through the valley. Beware of the many Anti-Air Turrets in this region, however—select them to view their attack range, and keep well out of harm's way.



Fight your way up the next ramp and capture an Anti-Air Turret—this will discourage Nod aircraft from harassing you. Advance east along the trail, hunting down Nod's Offense Crawler, which has been sending all these vehicles against you. Keep an eye out for a fallen Mastodon as you go, and capture its husk with an Engineer to acquire a mighty GDI walker.



Capture a second nearby Anti-Air Turret as you battle Nod's Offense Crawler. After destroying the Crawler, move to secure the nearby Uplink Tower. Two more to go.

NOTE

You're reinforced with additional units each time you secure an Uplink Tower. Make the most of them, Commander.

With the first Uplink Tower secured, advance up the nearby ramp and seize another Anti-Air Turret. Beware: A Nod Defense Crawler patrols this area—you'll need to take it out.



Chase after the Defense Crawler, attacking an Artillery Turret that stands on a circular plateau to quickly disable the weapon. Station your forces near the plateau so they begin to capture the Artillery Turret, giving you some welcome firepower.



Press onward, obliterating structures garrisoned by enemy infantry, along with the many turrets placed by the Defense Crawler. Wipe out the Crawler when it runs out of room to retreat and is forced to make a stand, then capture the nearby Uplink Tower to gain another crew of reinforcements.



Attack the Sonic Fence structures that stand atop the northern ramps to disable their barriers so you can advance. Capture another Anti-Air Turret, making a stand there while you repel enemy aircraft hailing from the final Support Crawler.



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After crippling the Support Crawler's fleet, advance and annihilate the Crawler itself to clear your path toward the final Uplink Tower.

TIP

Capture the Sonic Fence structures and activate their barriers after you move past. This will slow the advance of future Nod reinforcements.



With the Support Crawler reduced to ashes, move up and capture the third and final Uplink Tower. Well done, Commander; this territory is now under your control.

OBJECTIVE 2: DEPLOY YOUR MCV AT THE BASE OF THE SCRIN TOWER AND REMAIN THERE



Catch your breath and repair your forces—the worst is yet to come. When you're ready, advance to the Scrin Tower and unpack your Crawler at the indicated site. This prompts the arrival of Nod reinforcements, who enter from the far south end of the battlefield.

OBJECTIVE 3: SURVIVE UNTIL THE TIMER EXPIRES



Nod returns in force with one of each type of Crawler: Offense, Defense, and Support. They face an uphill battle, however, forced to contend with the many Anti-Air and Artillery Turrets you captured during your ascent.

Don't advance on the enemy; remain near the Scrin Tower, keeping your forces just north of the Anti-Air Turret that stands close by.

TIP

If Nod foolishly advances their airborne Support Crawler too close, feel free to advance your units and destroy it. Don't move your troops otherwise.



It takes quite a while for Nod to reach the Scrin Tower. Hold steady and maintain control of the Anti-Air Turret near the tower's base. Eventually, the Brotherhood begins launching nuclear missiles, which travel from the south end of the map, zeroing in on your forces. Keep to the north of the Anti-Air Turret and it will dispatch these deadly threats before they reach you.

CAUTION

Nuclear missiles pack a devastating punch, so don't advance your units or attempt to shoot the missiles down yourself. Simply allow the Anti-Air Turret near the Scrin Tower to destroy them, making certain that the turret remains online.



You don't need to defeat the Brotherhood here, Commander; you must simply hold position near the Scrin Tower for the duration of the mission. If your Crawler is somehow destroyed, quickly redeploy a Defense Crawler at the nearest Uplink Tower and fight to reclaim your

place at the base of the tower. Play defense and hold the Scrin Tower until a GDI victory is assured.

NOTE

Congratulations, you've beaten the GDI campaign! Turn to the next chapter and check out Nod's campaign for a completely different view on the events that have transpired in *Tiberian Twilight*.

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Campaign Walkthrough—Nod

Nod Mission 1: Things Fall Apart



MAP LEGEND

1. Deploy Zone
2. Energy Gate (Sonic Fence)
3. GDI Defenses (Missile Turrets)
4. TCN Hub
5. Refugee Convoy

MISSION SUMMARY

06.05.2077

New Adana, Development District

Welcome aboard, Commander. Kane has tasked you with tuning the New Adana TCN Hub to align its signal with that of the Scrin Tower. There are, however, some concerns; firstly, Gideon has roused his followers into a riotous frenzy—GDI has these fanatics contained for now, but your interaction with the Hub is likely to knock out their defenses. Secondly, your former Commanding Officer, Colonel James, is inbound on the city and unlikely to take kindly to your presence there. And finally, while we have detected your wife's signature within the city, we cannot ascertain her location.

PRIMARY OBJECTIVES

1. Capture TCN Hub
2. Escort Refugees

BONUS OBJECTIVES

1. Destroy or Bypass Energy Gate
2. Destroy GDI Defenses

OBJECTIVE 1: CAPTURE TCN HUB



You may select any of Nod's Crawlers for this mission, Commander. The straightforward Offense Crawler is a sound choice, particularly since you're new to the Brotherhood. Deploy, unpack, and begin raising an army that favors gun and cannon units—these will help you counter the large numbers of light- and medium-armored adversaries you face here. Include a couple of Engineers for healing and support.

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NOTE

You begin this mission with a handful of vehicles located just north of your Deploy Zone. Make good use of them.



GDI's defenses are keeping Nod fanatics at bay, but there's little need to fear Gideon's zealots. Once your army is complete and you've no more Command Points to spend, press **Q** to select your combat units and then concentrate their fire on each GDI defense turret to the west of your Deploy Zone. After destroying all the turrets, fire on the Sonic Fence structure to the south to deactivate the barrier that's keeping Gideon's fanatics at bay.

With the Sonic Fence disabled, pack up your Crawler, double-tap **Q** to select your entire army (including non-combatants) and head down the west ramp. Issue your troops the Attack-Move order by pressing **A** before right-clicking the terrain and they'll stop to cut down any Nod separatists that get in your way.



TIP

Collect green Tiberium Cores to heal your units and increase their veterancy. If you're playing the Offense class, you'll also see blue Tiberium Cores—these enhance many Offense units' combat prowess by outfitting them with additional weaponry.



Go directly west from your Deploy Zone to locate the husk of a fallen GDI Mastodon. Select one Engineer and right-click the Mastodon husk to capture the walker, bolstering your army with a monstrous unit.

There's a Refueling Station nearby; take advantage of the Tiberium Cores it generates, ranking up your newfound Mastodon and other units.

With the Mastodon under your command, backtrack east and return up the ramp, revisiting your Deploy Zone. Go north this time to discover another Sonic Fence atop another ramp. Disabling this Sonic Fence completes this mission's Bonus Objective—see the sidebar for details.



BONUS OBJECTIVE 1: DESTROY OR BYPASS ENERGY GATE

Approach the Sonic Fence that lies to the north of your Deploy Zone to acquire this Bonus Objective. Eliminate all threats on your side of the fence, then assault the Sonic Fence structure to disable the barrier. This completes the Bonus Objective, earning you some extra XP and shortening your trek to the TCN Hub.

With the northern Sonic Fence deactivated, scale the next few ramps and make your way to the TCN Hub. Each time you encounter resistance, unpack your Crawler and make a stand. Repair your forces between each skirmish to keep them in good health.



BONUS OBJECTIVE 2: DESTROY GDI DEFENSES

As you approach the TCN Hub, you're notified of a new Bonus Objective. Four GDI Missile Turrets stand around the structure, each one pinpointed by Bonus Objective markers. Missile Turrets are of little concern to ground units, but they spell trouble for aircraft. Concentrate your fire on each Missile Turret in turn, destroying all four to complete your second Bonus Objective and gain even more XP from this mission.



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With GDI's defenses crippled, station your ground forces near the TCN Hub to slowly capture the structure. Once its capture is complete, a violent EMP shockwave is sent out, which knocks out all the Sonic Fences in the region. These fences were keeping Gideon's riotous legions at bay; expect to face large numbers of Nod separatists from this point forward.



OBJECTIVE 2: ESCORT REFUGEES



Commander, you must now escort a convoy of Refugee Trucks out of the city, but the swarming Nod rioters aren't going to make this easy. Your wife is aboard one of the Refugee Trucks, so you've a personal interest in seeing this through. The trucks won't advance without your Crawler; pack up and move your entire army south, keeping close to the Refugee convoy.



Without warning, a massive group of rioters appears and hurls flaming Molotov cocktails at one of the Refugee Trucks—the very truck your wife is riding in. There's nothing you can do to save her, Commander, but rest assured these separatists will pay for their transgressions.



Only two Refugee Trucks remain, and their survival is paramount. Leave your Crawler behind to halt the convoy, advancing only your combat units down the south ramp. Clear out the lower valley before advancing your Crawler so that the Refugee Trucks are placed at minimal risk.



A Nod separatist Defense Crawler is parked in the valley, just north of the ramp. Destroy it before advancing your Crawler and Refugee Trucks. Your captured Mastodon should be a great aid in decimating the Crawler.



With the enemy Crawler reduced to cinders, advance south down another ramp to reach the valley's basin. If need be, deactivate any Sonic Fence barriers that stand in your way by attacking the structures from which the barriers emanate.



Rioters control the valley's basin, but these lunatics pose little threat to your convoy. Mow them down with gunfire as the Refugee Trucks speed through the area.



Guide the Refugee Trucks back to your Deploy Zone to ensure their escape. Well done, Commander. If only your wife had made it through...

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Nod Mission 2: Further Complications



MAP LEGEND

1. Deploy Zone
2. GDI Crawlers
3. TCN Dampening Stations
4. TCN Hub
5. Nod Separatist Deploy Zone

MISSION SUMMARY

07.05.2077

Guam, TCN Node Protective District

Our next task is to synchronize the Pacific Hub with the Scrin Tower, much as we did in New Adana. In response to the incident there, GDI Central Command has locked down the area surrounding the Pacific Hub, refusing entry to all parties. Gideon is using this to his advantage; we believe he aims to destroy the Hub altogether. We can't let this happen. It will not be simple, Commander, but Kane has faith in you.

PRIMARY OBJECTIVES

1. Capture TCN Hub
2. Destroy Nod Separatist Crawler
3. Eliminate All Remaining Crawlers

BONUS OBJECTIVE

1. Disable One TCN Dampening Station

OBJECTIVE 1: CAPTURE TCN HUB



Upgrade Points, and spend them without delay.



Select your Crawler of choice (Offense is a safe bet) and deploy. Produce units for your army, expecting to face high volumes of medium-armored foes. As you mass your force, send a few units northeast to collect a blue Tiberium Crystal. Return the crystal to your Deploy Zone for a couple of

Advance due north when your army is ready, scaling a narrow plateau to reach an inactive Artillery Turret. Linger here for a moment and capture the turret, then descend the hill and circle around, entering the valley to the east.

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You encounter GDI vehicles in the valley east of the Artillery Turret. The powerful turret helps you dispatch these pests in short order. Repair your units if need be before pressing northward.



A GDI Artillery Turret lies just north, churning out vehicles. Destroy its units before concentrating fire on the Turret itself. You shouldn't have much trouble overcoming this threat, but don't hesitate to fall back to your Artillery Turret should the need arise.

BONUS OBJECTIVE: DISABLE ONE TCN DAMPENING STATION



A TCN Dampening Station stands just beyond the GDI Artillery Turret. After destroying the Turret and repairing your forces, advance and eliminate the station's defenses: a pair of garrisoned GDI Bunkers. Then attack the TCN Dampening Station directly to destroy it, satisfying this mission's Bonus Objective and padding your XP.



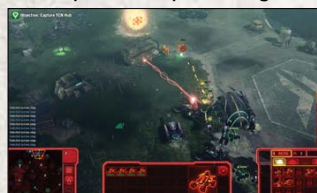
Destroying this TCN Dampening Station has the added benefit of enabling your allies to devastate GDI's northern defenses with a violent Support Power strike. This wipes out a number of GDI Guardian Cannons and also deactivates a powerful Artillery Turret that stands just west of your location. Now you'll have an easier time advancing toward the TCN Hub.



With your Bonus Objective completed and GDI's defenses shattered, loop around to the west and scale the ramp that GDI's Guardian Cannons were previously defending. Unpack your Crawler near the Artillery Turret atop the ramp, making a stand

here against inbound GDI reinforcements. The struggle becomes much easier once the turret falls under your control.

After securing the area surrounding the Artillery Turret and repairing your units,



press north toward the TCN Hub. A GDI Defense Crawler has dug itself in here, but this poor Crawler is now sandwiched between your forces and Gideon's, which strike from the north. Obliterate the GDI Crawler and all its defenses, along with any Nod separatists that get in your way.

TIP

The action really heats up near the TCN Hub. If the situation deteriorates, fall back and rally at the previous Artillery Turret, returning to the fray with a fresh army to counter your foes.



With the GDI Defense Crawler out of the picture, advance to the TCN Hub and hold firm until you capture it, completing your objective.

OBJECTIVE 2: DESTROY NOD SEPARATIST CRAWLER

The TCN Hub is yours, Commander, but Kane wishes to send a clear message to Gideon. Allow the Nod separatist Crawler's units to crash against yours as you stand your ground near the TCN Hub, and once its forces are crippled, advance and destroy the Nod separatist Crawler without mercy.



OBJECTIVE 3: ELIMINATE ALL REMAINING CRAWLERS

If any enemy Crawlers remain in the area, Kane demands that you eliminate them as well. Scour the region until you locate the surviving Crawlers, then crush them. This objective may only appear if you captured the TCN Hub prior to eliminating all the GDI Crawlers in the area.



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Nod Mission 3: The Harder They Fall

MISSION SUMMARY

08.05.2077

Tiberian Wastelands, "Tin City" Outskirts

Colonel James has become a genuine threat to Kane's plans; she must be removed. Our sources inform us that her ship will soon be flying over the so-called "Tin City" mutant wasteland. Your mission is to intercept her ship and send it plummeting to the Earth. One warning—we have detected GDI troop movements in the area. So be careful; the Colonel may be expecting us.

PRIMARY OBJECTIVES

1. Prepare for GST Flyover
2. Eliminate GST

BONUS OBJECTIVES

1. Capture Anti-Air Structures

OBJECTIVE 1: PREPARE FOR GST FLYOVER

The Offense Crawler is highly recommended for this mission, Commander, for the following reasons: The high volume of mutant Visceroids will quickly decimate infantry units here at Tin City, making it tough to succeed when playing the Defense class. In addition, the region's ample anti-air defenses pose serious problems for the Support Crawlers' aircraft. Select the Offense Crawler and deploy.



MAP LEGEND

1. Deploy Zone
2. Anti-Air Turrets
3. GST Insertion Point
4. GST Escape Point

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Time is against you, Commander; Colonel James's Global Stratospheric Transport (GST) will arrive in a matter of minutes. Leave your Crawler packed up and immediately march it north toward the nearest of five Anti-Air Turrets you must capture to complete this mission's Bonus Objective. Queue up an army of Raiders and Scorpions while en route, and unpack the Crawler near the Anti-Air Turret to begin capturing it without delay.

BONUS OBJECTIVE: CAPTURE ANTI-AIR STRUCTURES

Five Anti-Air Turrets must be captured during this mission if you wish to complete the Bonus Objective. Securing these structures is also advantageous because they'll help bring the GST down when it arrives. You don't need to capture all five Anti-Air Turrets before the GST arrives, and it doesn't matter if the enemy manages to steal them away once they've been captured. You simply need to capture each of the five Anti-Air Turrets one time before the mission ends to complete the Bonus Objective and score some extra XP.

TIP

Playing with a Co-Op companion? Spread out and capture every turret on the map, then work together to crush GDI's Crawlers. If one of you chooses the Defense class, that player can set down turrets near each captured structure, preventing GDI from stealing them.



While capturing the first Anti-Air Turret and pumping out units, lure the nearby Visceroids that lie to the north. You likely won't be able to dispatch them before they smash into your forces, dealing massive damage when they explode—but it's better to remove these indigenous threats now, while your Crawler is unpacked and able to administer repairs.

TIP

Keep a pair of Engineers around at all times to patch up your units; they're sure to take a beating here in Tin City.

With a full army at your command, pack up and press east until you encounter some GDI infantry. Their Defense Crawler isn't far; continue advancing east to find it, and annihilate this threat with all haste. The more Scorpions you have at your disposal, the easier it will be to destroy the Crawler.



GDI's Defense Crawler will flee, looping around the region's small plateaus. Pursuit it aggressively and don't let it stray too far. Try cutting it off if you can, and level your Scorpions' lasers at the Crawler whenever they have a clear shot. Don't worry about securing any more Anti-Air Turrets for the moment; focus on destroying GDI's Defense Crawler. Artillery Turrets are worth capturing if the chance permits, but keep your Scorpions on the hunt at all times.



After destroying the GDI Defense Crawler, hurry and seek out another one, which you'll usually find at the southeast region of the map. Check the GDI Deploy Zones if you're having trouble locating it. Once you encounter the second GDI Defense Crawler, make haste and obliterate it, too. Try to eliminate both GDI Defense Crawlers before the GST arrives.

TIP

If you're having trouble destroying both GDI Defense Crawlers in time, make sure you have plenty of laser units, whose weaponry is best suited to cutting through a Crawler's heavy armor.

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With both GDI Defense Crawlers reduced to rubble, hurry to capture any remaining Anti-Air Turrets in preparation for the inbound GST. You don't need to capture them all before the GST arrives to complete the Bonus Objective, but the more you control, the better. The most important Anti-Air Turret to control prior to the GST's arrival is the one to the northwest, which stands next to an Artillery Turret and is closest to the GST's insertion point.

OBJECTIVE 2: ELIMINATE GST



The GST arrives right on schedule, emerging from the northwest edge of the region. You must destroy this mighty vessel before it manages to cross the battlefield. The GST takes a direct route through Tin City, so dig in and make your stand near the northwest Anti-Air Turret and Artillery Turret. Begin producing rocket units to help bring the GST down and combat its airborne escort.

A GDI Defense Crawler deploys to the region along with the GST, so you really have your hands full now. Expect to face waves of medium and heavy vehicles, including several formidable Mammoth Tanks. Level your Scorpions' lasers at each Mammoth Tank you see, then quickly capture their husks with Engineers to gain some extremely valuable units. Mammoth Tanks excel at annihilating medium ground units, and their potent rockets will help bring down GDI's aircraft and the GST, as well.



It takes quite some time for the GST to cross the battlefield, so don't feel overly rushed to destroy it. Focus on capturing Mammoth Tanks and wiping out the GST's aircraft escorts, particularly those troublesome little Spanners that repair the GST—look for their yellow repair beams. If you fear the GST might slip through, go for broke and press **@**, then right-click the GST to order all your units to attack it, pouring on the firepower. Don't relent until the massive aircraft is at last brought crashing down—along with Colonel James's hope of escape.



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Nod Mission 4: Reversal of Fortune

MISSION SUMMARY

09.05.2077

Arctic Ocean, Automated Research Iceberg

With the murder of Dr. Pascal, Gideon has finally pushed Kane too far. Gideon knows we are coming for him and will be ready with an ambush. But we have a trap of our own. We will find his Command Crawler and use our hackers to access his central database. With that, we will have the locations of his base... and the means to his undoing.

PRIMARY OBJECTIVES

1. Protect Nod Shuttle
2. Use Crawler to Hack Gideon's Command Crawler

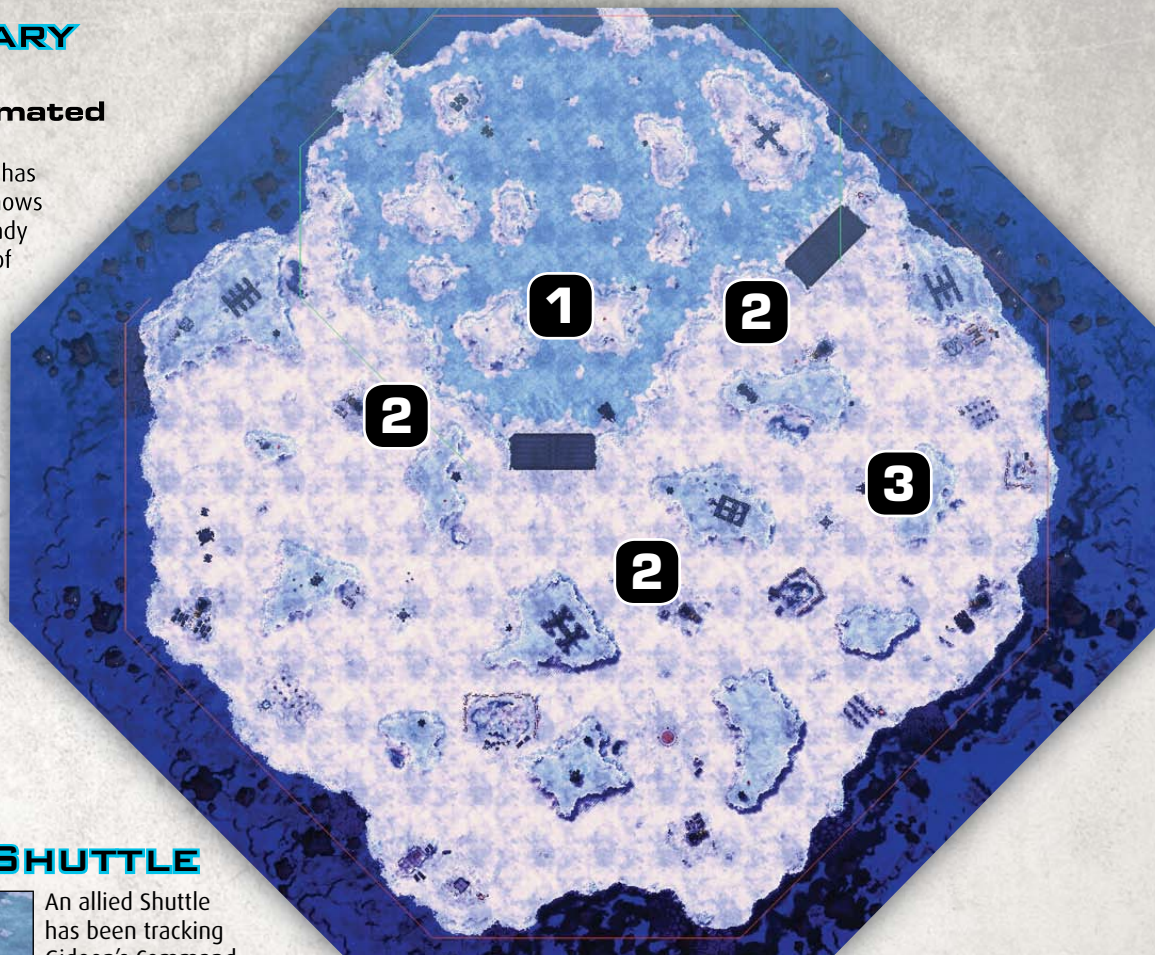
BONUS OBJECTIVE

1. Destroy Anti-Air Turrets

OBJECTIVE 1: PROTECT NOD SHUTTLE



An allied Shuttle has been tracking Gideon's Command Crawler, and the separatists are none too pleased. The Shuttle is now in danger of being destroyed. You must defend the Shuttle until it succeeds in pinpointing the location of Gideon's Command Crawler, so choose the Defense Crawler for this mission.



MAP LEGEND

1. Deploy Zone
2. Anti-Air Turrets
3. Gideon's Command Crawler

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Unpack in the Deploy Zone and begin producing a range of units capable of countering light and medium threats, with a few anti-heavies for balance. Simultaneously build Viper Turrets, Rocket Pods, and Bunkers, placing them all around. Shuffle your infantry into Bunkers you've built to prolong their life spans. Hold your ground, Commander, and keep fortifying your defenses to counter the waves of inbound foes.

NOTE

You're provided a few infantry units and a couple of Reckoners at the mission's outset. Garrison infantry into the Reckoners for enhanced mobility and added protection. If the Reckoners are destroyed, their passengers will spill out, none the worse for wear.

TIP

Train a couple of Engineers, select one, then press [G] and left-click the Shuttle you're protecting. This causes the Engineers to guard the Shuttle, keeping close and repairing it the moment it suffers damage. The Engineers also will heal other nearby allies, but the Shuttle's health will be their top priority.

BONUS OBJECTIVE: DESTROY ANTI-AIR TURRETS



Shortly after the mission begins, you're asked to destroy three troublesome anti-air Rocket Pods in the region. The Rocket Pods aren't far from your Deploy Zone; wipe them out ASAP to make the skies safer for the Shuttle you're protecting—and pocket some additional XP.

OBJECTIVE 2: USE CRAWLER TO HACK GIDEON'S COMMAND CRAWLER

After several intense minutes, the Shuttle finally gets a bead on Gideon's Command Crawler: A flying Nod Support Crawler to the southeast. You must maneuver your Crawler close to this one so that you can hack into the enemy's computer systems. Pack up the Crawler and advance your army up the south ramp to higher ground.



CAUTION

Don't destroy Gideon's Command Crawler; you must hack its systems for vital intel.

Before moving against Gideon's Command Crawler, seek out and destroy an enemy Offense Crawler, which you should find just south of your Deploy Zone. This deals a blow to the separatists' hold on the region, making things easier for you.



Continue south after destroying the enemy Offense Crawler and you'll likely run into their Defense Crawler. Again, take a moment wipe out the Crawler to simplify matters.



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Press east after dealing with the Defense Crawler to at last encounter Gideon's Command Crawler. The Command Crawler quickly flees, initiating a game of cat-and-mouse. Order your Crawler to pursue the Command Crawler, but hold back your troops, allowing them to capture the nearby Uplink Tower. This gives you a forward Deploy Zone, which may come in handy.



TIP

Begin favoring rocket units at this point; they'll serve you well against the Command Crawler's air units.

Keeping up with the Command Crawler can be tricky, but its location is always shown on your mini-map. Just keep chasing after it, anticipating its movements and cutting it off whenever possible. When your Crawler is close enough to hack into the Command Crawler's systems, your Crawler emits a yellow beam that extends to the Command Crawler, sapping its firewall strength. The Command Crawler's firewall strength is shown at the top of your screen, and the mission completes when the strength percentage falls to zero.



TIP

Having trouble keeping up with the Command Crawler? Consider dismantling your Defense Crawler and switching to the Support class—you'll then be able to soar over plateaus and other obstacles. Just watch out for anti-air defenses; there are plenty in this frigid place.

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Nod Mission 5: Heresy's Reward

MISSION SUMMARY

10.05.2077

**Tiberian Wastelands, Giraud-Moebius
Tiberium Crater**

We now have the location of Gideon's lair. Infiltrate his base, and bring the wrath of Kane down upon him. But spare his life, for he has yet a role in Kane's grand plan. Force him to submit, so that his followers shall once again grant their allegiance to Kane.

PRIMARY OBJECTIVES

1. Infiltrate Gideon's Compound
2. Attack Gideon's Crawler until He Submits
3. Prevent Gideon from Enabling Self-Destruct Stations

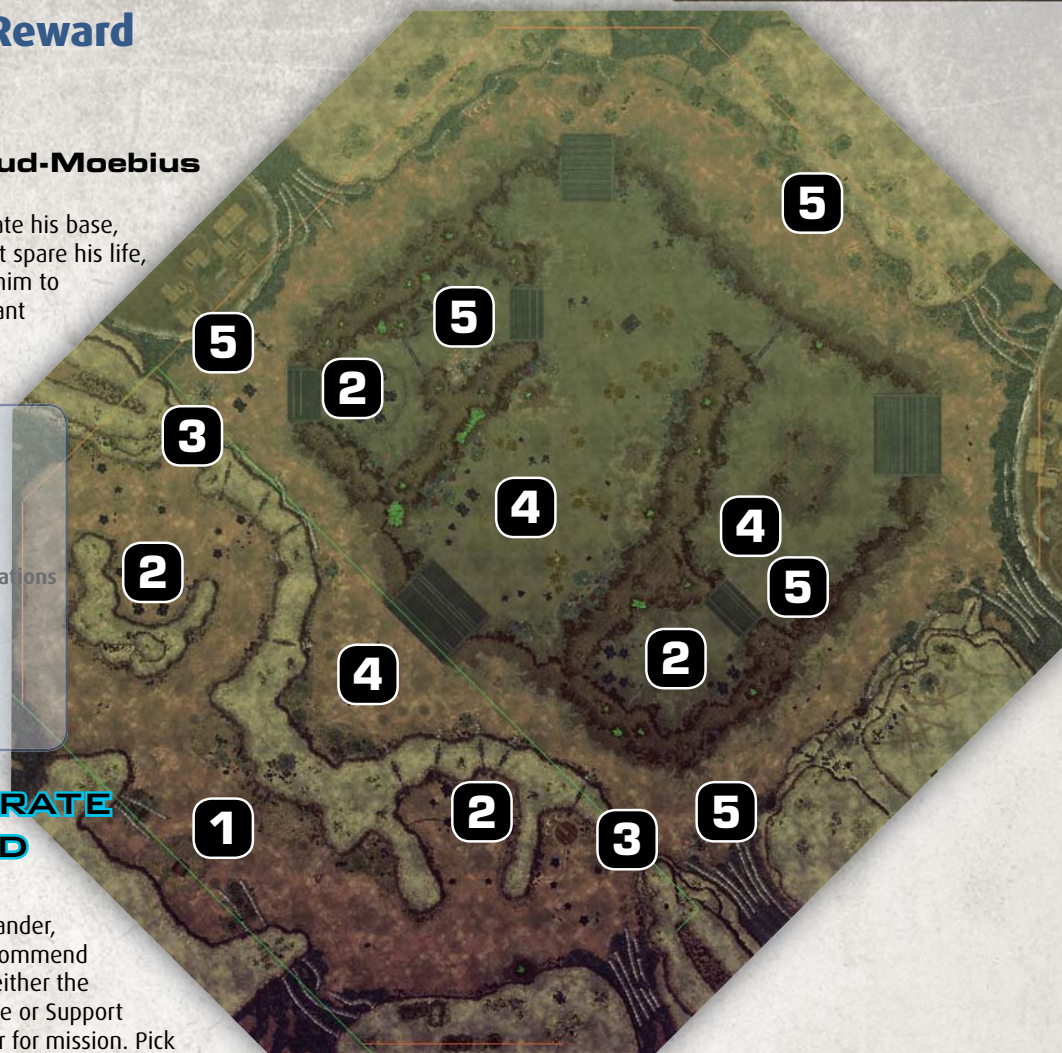
BONUS OBJECTIVES

1. Rescue Captured Nod Forces
2. Destroy Nod Barricades
3. Destroy Nod Separatist Crawlers

OBJECTIVE 1: INFILTRATE GIDEON'S COMPOUND



Commander, we recommend using either the Defense or Support Crawler for mission. Pick whichever one you're most comfortable with and deploy, then produce a balanced mix of anti-light, anti-medium, and anti-heavy units, with a few Engineers for support. If you're playing Defense, queue up a host of Viper Turrets as well—they'll come in handy.



MAP LEGEND

1. Deploy Zone
2. Captured Nod Forces
3. Nod Barricades
4. Nod Separatist Crawlers
5. Self Destruct Stations

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TIP

While massing your initial forces, send units to collect the red Tiberium Crystals to the north and south. This grants you immediate access to valuable upgrades, and you'll need all the help you can get.



When you've no more Command Points to spend, pack up and proceed either north or south along the valley. Either way you go, you run into one of Gideon's perimeter checkpoints. Destroy everything in sight.

BONUS OBJECTIVE 1: RESCUE CAPTURED NOD FORCES



Beyond each of Gideon's perimeter checkpoints, you discover some Nod vehicles under heavy guard. These vehicles belong to Nod Commanders who are loyal to Kane, but have been captured by Gideon. Destroy the Bunkers and defense turrets near these vehicles to free them, and keep an eye out for more captured Nod loyalists. There are four guarded groups to free in all—check the map to discover their locations.

BONUS OBJECTIVE 2: DESTROY NOD BARRICADES



Massive barricades are also found beyond each of Gideon's perimeter checkpoints. Assault these barricades to destroy them, completing the mission's second Bonus Objective. This grants you access to Gideon's compound.

OBJECTIVE 2: ATTACK GIDEON'S CRAWLER UNTIL HE SUBMITS



Advance beyond Gideon's giant barricades to gain access to his compound and complete your initial objective. Go south if you entered from the north, and vice-versa, without descending any ramps, and you'll encounter a Nod separatist Support Crawler—the first of three

separatist Crawlers in the region that are assisting Gideon. Destroy this Crawler to weaken the separatist's grip here.

BONUS OBJECTIVE 3: DESTROY NOD SEPARATIST CRAWLERS

There are three Nod separatist Crawlers in this region, and each one is enhancing Gideon's Crawler. Destroy all three Nod separatist Crawlers to complete another Bonus Objective. Because these Crawlers are enhancing Gideon's, destroying them also weakens Gideon's Crawler, crippling its defense systems and making it easier prey.



Rest up and repair your forces after crushing the separatist Support Crawler, then advance down the nearby ramp to reach the heart of Gideon's compound. A separatist Defense Crawler has dug in just beyond the ramp; unpack at the base of the ramp and focus

your attacks on the surrounding defense turrets. If you're playing the Defense class, set down some turrets of your own to help even the odds.

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With the enemy's turrets down, advance your forces and annihilate the separatist Defense Crawler. Two down, one to go.

OBJECTIVE 3: PREVENT GIDEON FROM ENABLING SELF-DESTRUCT STATIONS



Realizing matters are spiraling out of control, Gideon threatens to destroy his entire compound by activating a number of Self-Destruct Stations. You must not permit Gideon to succeed; Kane needs him captured alive to help sway his separatist followers to his favor. There are five

Self-Destruct Stations around the compound's perimeter, and Gideon must activate all five to succeed in his suicidal plot. One station has likely already been activated.

NOTE

Each time Gideon activates a Self-Destruct Station, a Primary Objective marker appears on the mini-map. Do not allow him to activate all five. Use Engineers to capture and deactivate Self-Destruct Stations that Gideon has enabled.

Ignore Gideon's Crawler for the time being and go east to confront the final separatist Crawler in the region, a Nod Offense Crawler. Work at obliterating this third and final separatist Crawler to complete a Bonus Objective and further cripple Gideon's Crawler (see the "Bonus Objective 3" sidebar).



CAUTION

Gideon must not be allowed to activate all five Self-Destruct Stations. If destroying the third Nod separatist Crawler is taking too long, give up the fight and move to deactivate the nearest Self-Destruct Station.



Gideon's Crawler is difficult to keep up with, able to instantly travel great distances across the battlefield. There's no way to nullify this advantage, so you must counter it instead. Go after Gideon, who is often found near one of the map's five Self-Destruct Stations, and

attack him until he flees. Then place a few Viper Turrets or Obelisks of Light to fortify the site in the event that he returns.

TIP

If you're playing the Support class, use your agile aircraft to quickly catch up with Gideon each time he flees. Only the Offense class will have trouble keeping up with Gideon's Crawler.

Continue chasing Gideon and fortifying the Self-Destruct Stations, using Engineers to disable any stations that Gideon activates. Eventually, Gideon's Crawler will suffer enough damage to make him think the better of his actions. Well done, Commander; the separatists' leader is now in Kane's hands.



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Nod Mission 6: Bleed Out

MISSION SUMMARY

11.05.2077

Scrin Tower, Ground Zero

Commander, your life hangs in the balance—and with it, Kane's plan. Your new DNA will keep you alive for a short period of time, but you are not invincible. We have located a GDI Crawler with medical facilities which can sustain you until evacuation. Use your forces to capture it, then head to the nearby airfield, where you can make your escape.

PRIMARY OBJECTIVES

1. Repair the GDI MCV
2. Deploy the GDI MCV Next to Kane
3. Get Kane to the Extraction Zone

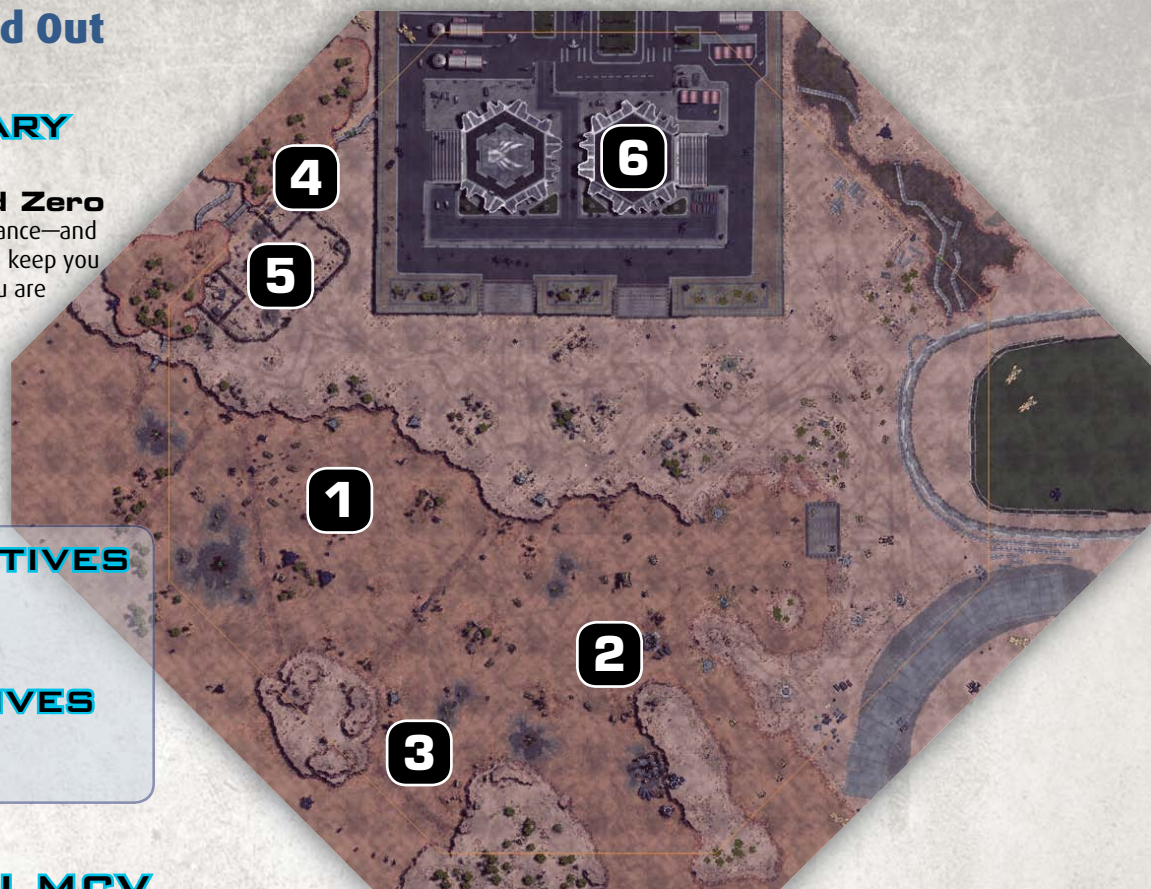
BONUS OBJECTIVES

1. Kill the Sniper
2. Capture the Forgotten Farm

OBJECTIVE 1: REPAIR THE GDI MCV



There's no time to waste, Commander—if Kane dies, you die. Select and group the infantry units at your disposal, and lay waste to the waves of GDI scum who move against you.



MAP LEGEND

1. Deploy Zone
2. GDI MCV
3. Sniper Insertion Point
4. Sniper Escape Point
5. Forgotten Farm (Mutant Hovel)
6. Extraction Zone (Helipad)

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CAUTION

At least one of your Engineers must survive to repair the GDI Crawler. Keep them out of harm's way.

TIP

Ignore the Tiberium Cores north of your Deploy Zone; save them for the more powerful units you'll soon be churning out of the GDI Crawler.

March south after securing your Deploy Zone, moving for the GDI MCV you must capture. Enemies ambush you along the way; concentrate your units' fire on anti-light adversaries such as Wolves first, ensuring your Engineers are well protected as they heal your frontline troops from the rear.

When at last you reach the GDI MCV, waste no time ordering your Engineers to repair it. It doesn't take long for them to bring the Crawler back online and under your command.



CAUTION

This is the one and only Crawler you'll have for this mission, so make sure it lasts. Order a few Engineers to guard the Crawler (G), then left-click) to ensure it's always receiving repairs.

OBJECTIVE 2: DEPLOY THE GDI MCV NEXT TO KANE

You should have a few minutes left on the clock, so unpack your newfound GDI Offense Crawler and bolster your forces with Wolves and Hunters. Snag the red Tiberium Crystal to the west as you mass your forces for some UPs. When you can build no more units, backtrack north, returning to your Deploy Zone.



Kane's body lies at the north end of your Deploy Zone, bleeding out. Unpack your Crawler close to Kane and he'll be brought inside to receive medical aid. Well done, Commander; you've thwarted Colonel James's cowardly assassination attempt, ensuring the

Nod prophet's continued survival—and yours.

OBJECTIVE 3: GET KANE TO THE EXTRACTION ZONE



Now that Kane is out of immediate danger, your final objective is to escape the region. The helipad to the north should suffice. Pack up your Crawler and send your forces east, fighting your way to a ramp that leads to higher ground.

TIP

Before leaving your Deploy Zone, collect the many Tiberium Cores strewn about the ground to the north. Make sure your GDI Offense units get the blue ones, as only they can benefit from them, receiving upgrades to their weaponry.

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BONUS OBJECTIVE 1: KILL THE SNIPER



As you move toward the center of the region, you're informed that the cowardly GDI Sniper that shot Kane is trying to make an escape. The Sniper enters from the southwest, loops around the southern edge of the battlefield, then cuts north, eventually fleeing the region near the northern Mutant Hovel. Hurry south, cutting off the Sniper and killing it with a hail of gunfire from your Wolves. The best ambush site is the far southeast valley between two plateaus, but you must move quickly to cut off the Sniper.

A GDI Defense Crawler and Mammoth Tank guard the high ground beyond the east ramp. Unpack the Crawler at the ramp's base and advance your units in a measured press. Eliminate the Mammoth Tank first, capturing it with an Engineer to gain its formidable power. Do the same to any other Mammoths or Mastodons that move in from the north.



After you destroy the GDI Defense Crawler, another appears in the nearby Deploy Zone provided by an Uplink Tower. Eliminate this Crawler, too, then capture the Uplink Tower and nearby Artillery Tower. Pause for repairs before advancing north along the high ground.



You encounter GDI Mastodons as you advance toward the helipad. Make each one your primary target and quickly capture its husk after it falls to gain a significant advantage.



Another GDI Defense Crawler has dug itself in beyond the Mastodons. You shouldn't have much trouble destroying this one with so many powerful units at your disposal. Wipe out the Crawler and continue along.

Loyal Nod forces have secured the helipad plateau, but they don't recognize you in your GDI Crawler. Sadly, you'll have to destroy them—Kane's escape is paramount. Fight your way up the ramps that lead to the helipad you must reach, producing anti-air units from your Crawler to counter the aircraft Nod employs.



BONUS OBJECTIVE 2: CAPTURE THE FORGOTTEN FARM



Before securing the helipad, send your army to capture a Mutant Hovel to the west. A host of Visceroids surrounds the structure, so don't move your Crawler anywhere near it. Send small groups of units to draw out the little cretins (Wolves are ideal), expecting to suffer some losses. Capture the structure after all the Visceroids have been eliminated to complete another Bonus Objective.

Your path is clear once the Nod forces have been obliterated. Move your Crawler onto the east helipad to make good your escape.



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Nod Mission 7: The End of All Things

MISSION SUMMARY

11.05.2077

Scrin Tower, Ground Zero

At last, Commander, the endgame. It is time to bring the Scrin Tower to a fully active state. But we must wrest control of the TCN from our GDI "friends" first. Once we have the network at 100 percent synced activity, the ascension will simply be a matter of time. Be advised, however; we have learned that GDI is sending new experimental vehicles to the area. We have no further details on the matter. Commander, this is Kane's final move. We must not fail.

PRIMARY OBJECTIVES

1. Gain Control of the TCN
2. Destroy the Bomber without Losing TCN Control

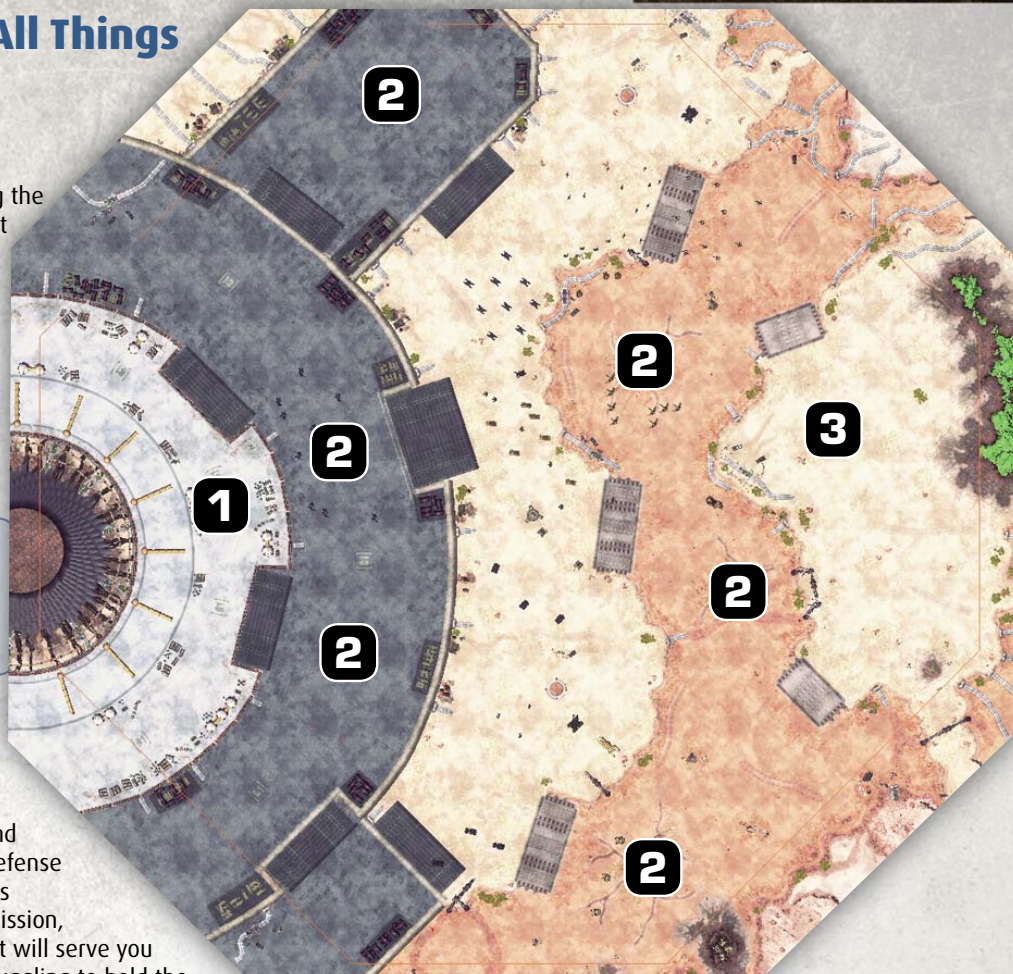
OBJECTIVE 1: GAIN CONTROL OF THE TCN



We recommend using Nod's Defense Crawler for this challenging mission, Commander; it will serve you well when struggling to hold the TCN Nodes. Deploy to the south and set a course for Nod's southern TCN Node, which your forces already control. Queue up some Devouts, Centurions, and Reapers, along with a host of Viper Turrets, so that production is commencing while you're under way.

MAP LEGEND

1. Deploy Zone
2. TCN Nodes
3. Arcus Insertion Point



NOTE

The Brotherhood begins with three TCN Nodes under its command, as does GDI. Whenever your forces control more Nodes than GDI, the Tiberium Network Control percentage shown at the top of your screen slowly increases. If GDI holds more Nodes, the percentage slowly decreases. Your objective won't complete until you gain 100 percent of the Tiberium Network Control, but this doesn't mean you have to capture every Node on the map. You must simply hold more Nodes than GDI.

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descending another ramp as you advance toward GDI's southern TCN Node.



Reapers and lay down Viper Turrets, along with a Rocket Pod or two. It won't be long before GDI's Offense Crawler falls and their southern Node is captured.

TIP

While battling for GDI's southern TCN Node, send one Engineer to collect the red Tiberium Crystal that's tucked away to the southeast. Immediately spend your UPs on the Tech 2 upgrade so you gain access to better units and structures—this is vital. Send the same Engineer to collect the red Tiberium Crystal to the north for even more UPs. You'll then have a distinct technological edge.



producing Devouts and Reapers to replace your fallen units. Use Devouts

Unpack near the Brotherhood's south TCN Node and lay down a few Viper Turrets while you raise your army. Favor Centurions and Devouts, with a handful of Reapers and Engineers—you'll soon be attacking a GDI Offense Crawler. Once you're out of CP, pack up and continue south,

Unpack the Crawler at the base of the ramp, right next to GDI's southern Node. Advance your army in strength, wiping out GDI's vehicles with Centurions and mowing down their lighter units (including aircraft and Spanners) with Devouts. Target GDI's Offense Crawler with your

to slaughter GDI's infantry while your Reapers slice through their defense turrets. Place Obelisks of Light near the tower to further entrench yourself.

TIP

Sell the turrets you placed near the first TCN Node if you're running low on power, and always look to capture the fallen husks of GDI Mammoth Tanks and Mastodons—their heavy weaponry is a huge advantage.

With two of GDI's three TCN Nodes under your sway, it won't be long before Nod's Tiberium Network Control reaches 100 percent. Hold your ground until Kane informs you of your success.



OBJECTIVE 2: DESTROY THE BOMBER WITHOUT LOSING TCN CONTROL

Teetering on the brink of defeat, GDI desperately deploys an experimental warship to annihilate you. This massive bomber, code named "Arcus," boasts heavy armor and a vast amount of health—yet it must be destroyed. Begin favoring Obelisks of Light and Reapers at this point, queuing up hosts of both so that production never ceases. If you've managed to capture any GDI Mammoths or Mastodons, they'll certainly come in handy—scour the battlefield with Engineers and capture as many husks as you can find.



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 NOD Mission 3: **The Harder They Fall**
 NOD Mission 4: **Reversal of Fortune**
 NOD Mission 5: **Heresy's Reward**
 NOD Mission 6: **Bleed Out**
 NOD Mission 7: **The End of All Things**

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CAUTION

While combatting GDI's fearsome airship, keep an eye on your mini-map and don't allow GDI to recapture the TCN Nodes. If they control more Nodes than you, your Tiberium Network Control percentage begins to drop. If the percentage falls to zero, the mission ends in failure.

Destroying the Arcus takes patience and resolve, Commander. Its bombs are lethal, and they leave a trail of flames in their wake. The flames persist for a short time, damaging anything that moves too close. Use anti-heavy attacks from Reapers and Obelisks of Light to chip away at the airship, and keep plenty of Engineers around to repair your Crawler and recapture any walkers you lose. You're sure to suffer heavy casualties; keep plenty of reserves queued up at all times.



TIP

If your Crawler is destroyed, consider deploying a Support Crawler so you can use aircraft to bring the Arcus down. Air units need not fear the warship's heavy bombs.

Continue hunting the Arcus until it finally explodes in a violent flash. Excellent work, Commander. Kane's glorious ascension is now at hand.



NOTE

Congratulations, you've beaten the Nod campaign! Turn to the previous chapter and check out GDI's campaign if you haven't already—you'll enjoy a totally different perspective on the events leading up to Kane's ascension.

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Multiplayer

Multiplayer *Command & Conquer* has evolved, Commander. This chapter brings you up to speed on the many new gameplay elements and crucial strategies that are now the focus of achieving online victory.

Modes and Options



Online battle can be initiated in several ways. After logging into your Player Profile and selecting "Play" from the main menu, choose from one of the following options:

Skirmish: Set up a match against computer-controlled opponents to simulate online multiplayer battles.

Auto Match: Choose to play as GDI or Nod, then have the game automatically find opponents for a multiplayer match. A quick way to get to the action.

Custom Match: Create or join a custom multiplayer match. Allows you to create private sessions with friends or broadcast public matches that other online players may join.



When designing your own custom match or skirmish, or when joining another player's custom match, use the Join Team buttons to choose your side—it's always team GDI versus team Nod in multiplayer mode. If you like, you may fill any open player slots with computer-controlled

AI teammates or opponents; this allows you to test your skills and tactics against the computer's knowledgeable AI before taking to the field against other human Commanders. Use the pull-down menus at the upper left corner to set the team AI difficulty (for CPU players), and select your map of choice from the pull-down menu at the top center. See the "Multiplayer Maps" section for labeled maps and overviews of all 12 multiplayer battlefields.

TIP

If you're new to Command & Conquer, consider playing through the solo campaign before diving into online matches. The campaign is designed to ease you into C&C4's fast-paced RTS gameplay. As you complete each mission, you'll accumulate Player Profile XP, leveling up and gaining access to GDI and Nod's advanced units and technologies.

General Strategies

If you think you know everything about *C&C* multiplayer matches, think again. Even experienced Commanders will need to adapt their favorite tactics to the many new gameplay enhancements brought into play in *C&C4*. Let's first review the key changes to multiplayer battles waged in *Tiberian Twilight*:

Victory Points: Winning a match is now completely measured by an all-new Victory Point system.

Destroying enemies earns you some Victory Points, but capturing special structures called TCN Nodes is the best way to keep the points flooding in. Each captured TCN Node provides steady trickle of Victory Points, so the more TCN Nodes your team controls, the faster you'll be propelled toward victory.

MCV Rebirths: Losing your MCV is no longer the worst possible outcome. Instead, if your MCV is destroyed, you're able to simply redeploy a new one after suffering a 10 second "time out" period. There is no limit to the amount of reserve MCVs, and you may even choose to switch to a different class of MCV if you think it'll help you defeat your rivals.

Capturing Structures: Controlling battlefield structures has always been a help in online *C&C* matches, but success now hinges on your ability to secure these neutral facilities. Some are massive turrets that punish enemies with heavy fire; others provide you with a steady stream of Victory Points that steadily inch you toward triumph.

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Tiberium Crystals: Gone is the need to harvest Tiberium to build units and structures, but the substance still has value. Tiberium Crystals can now be collected by any ground unit and returned to their team's Deploy Zone (DZ) for Upgrade Points (UPs). Upgrade Points are then spent to unlock advanced units, enhance unit abilities, and research new technologies.

TEAM TACTICS

With so many changes to C&C's online formula, you must learn to adapt your strategy to achieve victory. The team that triumphs on the battlefield is often the one that works well together. Communicate with your teammates and coordinate your efforts at seizing key structures and countering your rival's moves.

Know Your Role



A functional team is made up of knowledgeable Commanders who understand their class's role in their army. Offense Commanders should be tasked with the heavy lifting on the field, advancing their powerful vehicles to push enemies out of key regions. Defense

Commanders should follow right behind their team's Offense forces, rolling in to fortify captured positions with powerful defense turrets, and garrisoning civilian structures and Bunkers with infantry. Once a Defense Commander has had a chance to dig in, the Offense Commander can feel comfortable advancing to the next site. Support Commanders should be assisting their Offense and Defense allies at all times with plenty of healing, unit aura buffs, and the timely use of Support Powers.

TIP

It's helpful to assign your team a leader at the onset of battle. Leaders should have strong communication and multitasking skills, and be able to keep tabs on the enemy while giving their team direction. Support Commanders make ideal team leaders because of their ability to efficiently scout the battlefield with aircraft and lend a hand at a moment's notice with Support Powers.



If you're playing on an unfamiliar team and your army feels unbalanced, don't be afraid to redeploy as a different class of Crawler. You can choose any Crawler you like each time yours is destroyed, but there's no need to wait; you can also decommission your active Crawler at anytime by selecting the Crawler and pressing the Delete key. Balanced teams can be very difficult to counter and are therefore more effective than teams that employ only one or two branches of their faction's military.

Memorize the Maps

Knowing the features and layout of each map is invaluable; it helps you develop strategies before battle even begins. The more familiar you are with each battlefield, the faster and easier you'll be able to conduct business out there. Every second counts, particularly in the opening minutes of a conflict, so having a plan in mind before you join the battle is a huge advantage. Use the labeled maps in the "Multiplayer Maps" section to help you devise your pre-game strategies.

TIP

Each battlefield map is symmetrical, so if you see something on your team's side of the map, rest assured there's a duplicate object in the same area on your rivals' side.



All Tiberium Crystals and map structures that can be captured by ground forces are shown on your mini-map at all times; the only things not shown on the mini-map are garrisonable structures and Refueling Stations that are concealed by shroud. Exploit the mini-map to determine where your forces should rally and what ground they should seize. It helps if a Support-class team leader uses aircraft to scout the region, keeping an eye on key sites that the enemy is likely to move on. All teammates' mini-maps are linked together, so as a team leader scouts the opposition, he's automatically relaying information back to his allies via the mini-map, revealing what the opposing team is up to.

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Capture as many battlefield structures as you can and lock down those vital Tiberium Crystal spawning sites. Even if you aren't planning to use certain structures, you can deny your adversaries easy access to their benefits by sending a unit or two to capture them early on.



Finally, beware of built-in map defenses; every battlefield has them. Most are GDI and Nod defense turrets, and you'll find the heaviest concentration near each team's Deploy Zone. These built-in defenses are designed to discourage early game rushing and Deploy Zone "camping," but

they won't last forever—and once they're gone, they're gone. As you tech up by harvesting Tiberium Crystals, begin targeting your rival's built-in defenses with your advanced units. Eliminating these defenses allows you to pour on the pressure, invading your rival's turf and standing ready to crush their Crawlers the moment they redeploy from defeat.

Have a Harvester

The most effective teams often task a single Commander with the vital duty of harvesting Tiberium Crystals. This works because each time a player returns a crystal to their team's Deploy Zone, all members of the team instantly gain the appropriate amount of UPs. By entrusting one teammate with the sole duty of collecting crystals, a team frees that Commander up to carry out this most important task, while at the same time relieving all other Commanders of the burden of crystal gathering and allowing them to focus solely on countering rivals and seizing new grounds.

TIP

The faster you tech-up, the better your odds will be of crushing your rivals with advanced units and technologies. Strive to collect those Tiberium Crystals—and to prevent your rivals from doing the same.



The player who accepts the role of crystal gatherer must be adept at multitasking, and also trusting enough in their teammates to step back and allow their allies to handle most of the combat. Seasoned crystal gatherers know the importance of speed and will

fan out multiple gatherers to secure as many crystals as possible in the shortest amount of time. The sooner you start returning UPs to base, the faster your allies will be able to tech up and bring more power to bear.

Speed is key when it comes to crystal gathering. Because aircraft cannot collect Tiberium Crystals, the Offense class's swift scout units are usually the best harvesters. All classes have suitable gatherer units, however. Here are some of the best crystal gatherers for each class:

GDI Offense: Bulldogs and Talons. Bulldogs can defeat light units and detect Nod's stealthed and burrowed forces; Talons can use their Cliffjumping ability to reach certain crystals more quickly.

GDI Defense: The Defense class is not typically good at crystal gathering because of its lack of speed; Defense Commanders are better suited to locking down crystal sites, denying their rivals access. In a pinch, Defense infantry units can do the job, but they're quite slow and vulnerable until they're enhanced with the Speed Boost and Assault Packs upgrades, which increase their speed and maneuverability.

GDI Support: The Sheppard's high health, armor, and natural bonus to dodge makes it a somewhat slow but sturdy gatherer, particularly when supported by a Spanner or two for fast repairs.

Nod Offense: Attack Bikes and Raiders. Raiders can wipe out enemy light units with their guns while Attack Bikes destroy aircraft with rockets.

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Nod Defense: Like GDI, Nod's Defense class is not typically good at crystal harvesting because of its lack of speed; Defense Commanders are better suited to locking down crystal sites, denying their rivals access. In a pinch, Ascended infantry units can do the job, particularly when enhanced with the Speed Boost and Dark Armaments upgrades, both of which increase their speed.

Nod Support: The Marauder's armor and anti-light weaponry make them suitable gatherers, but they're much slower than Attack Bikes and Raiders. Support them with Scalpels to give them a fighting chance.

TIP

The player tasked as crystal harvester should always spend their very first UP on the Speed Boost upgrade. This will help their swift crystal gatherers travel even faster, potentially allowing them to outrun slower enemies even while carrying crystals back to base.



The faster a crystal harvesting Commander can multitask and coordinate their gatherer units, the better. When charged with crystal gathering, build nothing but the units outlined above, spreading them out to seize as many crystals as you can from the get-go. Don't wait for the

crystals to appear, know where they'll appear and keep a steady stream of gatherers moving to and from each site, repelling enemy units as you wait for the crystals to spawn. Use hotkeys and exploit the mini-map to simplify the task of coordinating multiple gatherer groups. Here's a fast and easy way to order your gatherers to collect crystals and return to base:

1. Select each gatherer unit the moment it is deployed.
2. After selecting a unit, quickly right-click your mini-map to issue the unit a fast move order, starting it moving toward the nearest crystal spawning site.
3. Quickly left-click the mini-map to snap your view to the crystal site your unit is now moving to. Right-click the crystal itself to ensure that the unit collects it.
4. After right-clicking the Tiberium Crystal, immediately hold the Alt

key and then right-click your mini-map again, ordering your unit to return to your team's Deploy Zone the moment after it picks up the crystal. Now you can let the unit carry out its mission without further instruction.

5. Press the R key twice to snap the view back to your Crawler; another gatherer unit has emerged by now! Repeat these steps to keep plenty of units harvesting away.

A few last things to keep in mind regarding crystal harvesting:

- **Green Tiberium Crystals are worth one UP when returned to the Deploy Zone, blue crystals are worth two.**
- **Green Tiberium Crystals respawn every 30 seconds, blue crystals respawn every 90.**
- **While carrying a Tiberium Crystal, units move very slowly and cannot use any of their abilities, including Cliffjumping and Burrow.**
- **Units carrying crystals can be ordered to drop the crystal (the Z key) if need be or to detonate the crystal (the X key), unleashing a suicidal blast that deals massive damage to all surrounding hostiles. These should be treated as "no recourse" options.**

TIP

When you've finished benefitting from Tiberium Crystals, begin using them as weapons against your rivals. Have units carry them to enemy base defenses and structures, detonating the crystals to cause severe harm.

Master Multitasking



Multiplayer has undergone some drastic changes in C&C4, but the core importance of doing more with your time than your rivals are doing remains paramount. Acting faster than your adversaries is vital in a real-time strategy battle because every second counts. Keep the

following tips in mind to become a masterful multitasker:

- **Spread out your forces, sending small groups and even individual units to capture structures and harass your enemy. When your army is all over the map, your rivals are certain to feel overwhelmed, which leads to panic and error.**

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- *Memorize vital hotkeys, particularly unit abilities (the Z, X, and C keys), movement orders such as Attack Move (the A key) and Reverse Move (the D key), and Crawler selection (R key to select, double-tap R to view).*
- *Exploit the mini-map, using it to quickly change your view and issue fast movement orders to units.*
- *Place your units into groups and set visual bookmarks so you can quickly select your forces and coordinate multiple assaults with speed and efficiency.*

Multiplayer Maps

Now that we've covered the basics of online dominance, let's take a look at each unique multiplayer battlefield. The following maps are fully labeled with all objects of interest, including Refueling Stations and garrisonable structures not shown on the in-game mini-map. Study these maps and use them to develop pre-game strategies before meeting your rivals on the battlefield.

MULTIPLAYER MAPS

Name	Environment	Anti-Air Turrets	Artillery Turrets	Garrisonable Structures	Mutant Hovels	Refueling Stations	Tiberium Crystals	Uplink Towers
Afflicted Arena	Grassland	4	1	14	2	4	3 green, 2 blue	2
Blood and Sand	Desert	--	2	20	--	2	2 green, 2 blue	4
Bonechill Basin	Arctic	--	--	--	--	--	2 green, 2 blue	2
Frigid Highlands	Arctic	--	2	8	--	4	4 green, 2 blue	--
Hostile Headlands	Desert	--	2	16	--	4	4 green, 2 blue	3
Ice Station Omega	Arctic	--	--	5	--	4	2 green, 2 blue	3
Icy Cellar	Arctic	--	2	--	--	4	4 green, 2 blue	4
Jaded Peaks	Wasteland	--	2	--	2	--	2 green, 2 blue	2
Lost Valley	Wasteland	--	--	14	2	--	3 green, 2 blue	4
Pipeline Plateau	Wasteland	--	--	8	--	2	2 green, 2 blue	2
Searing Mesa	Desert	--	1	6	--	--	2 green, 2 blue	3
Withered Fracture	Wasteland	--	4	14	--	4	2 green, 2 blue	2

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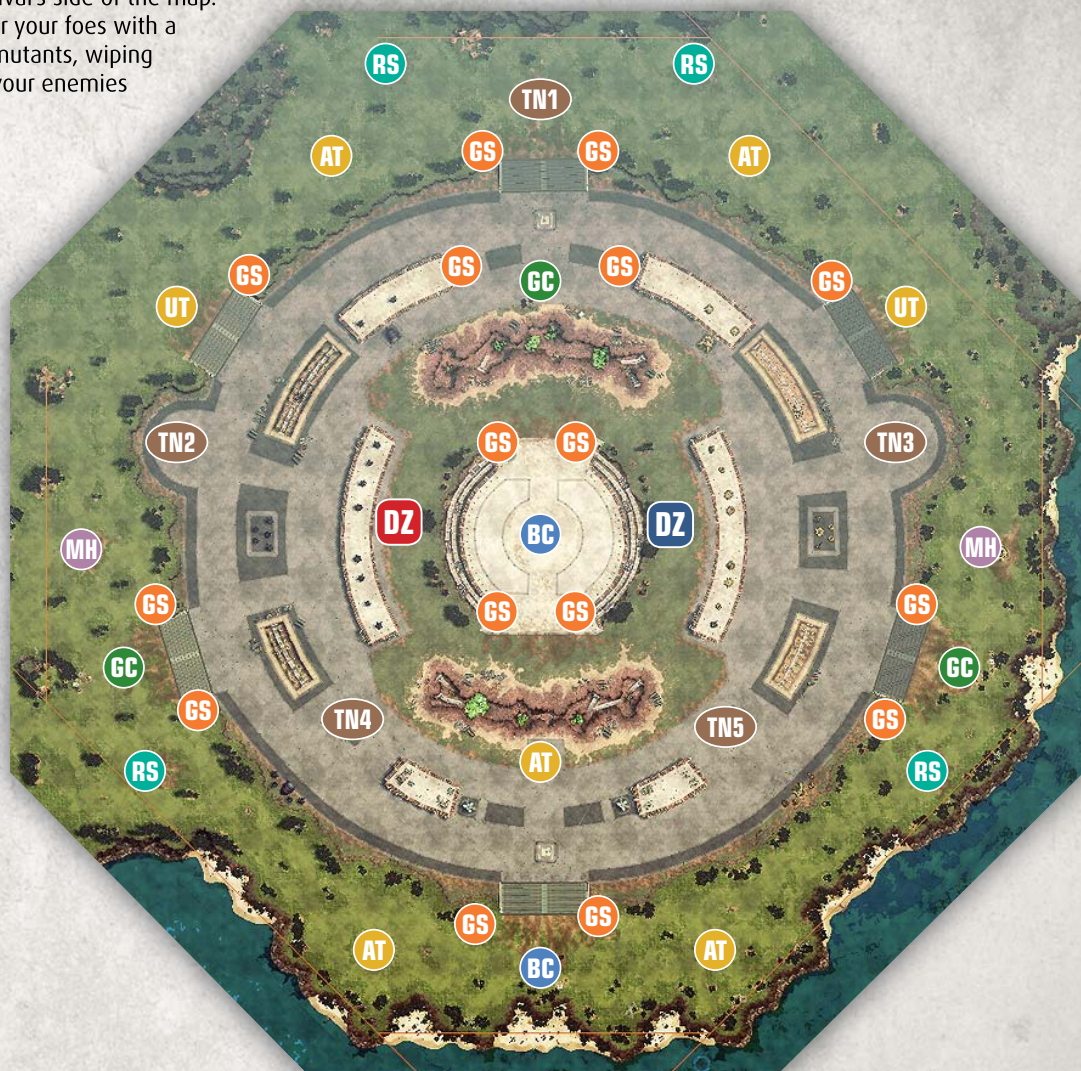
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AFFLICTED ARENA

The closeness of Afflicted Arena's Deploy Zones lends the map to fast-paced battles. The team that manages to secure the central blue crystal site, along with the southern site and Artillery Turret, is sure to gain the advantage. Don't neglect capturing the Mutant Hovels, particularly the one on your rival's side of the map. Securing that structure allows you to hammer your foes with a merciless onslaught of Visceroids and other mutants, wiping out their built-in defenses and sandwiching your enemies between two forces.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
- AA** AA = Anti-Air Turret
- BC** BC = Blue Tiberium Crystal spawn point
- GC** GC = Green Tiberium Crystal spawn point
- GS** GS = Garrisonable Structure
- MH** MH = Mutant Hovel
- RS** RS = Refueling Station
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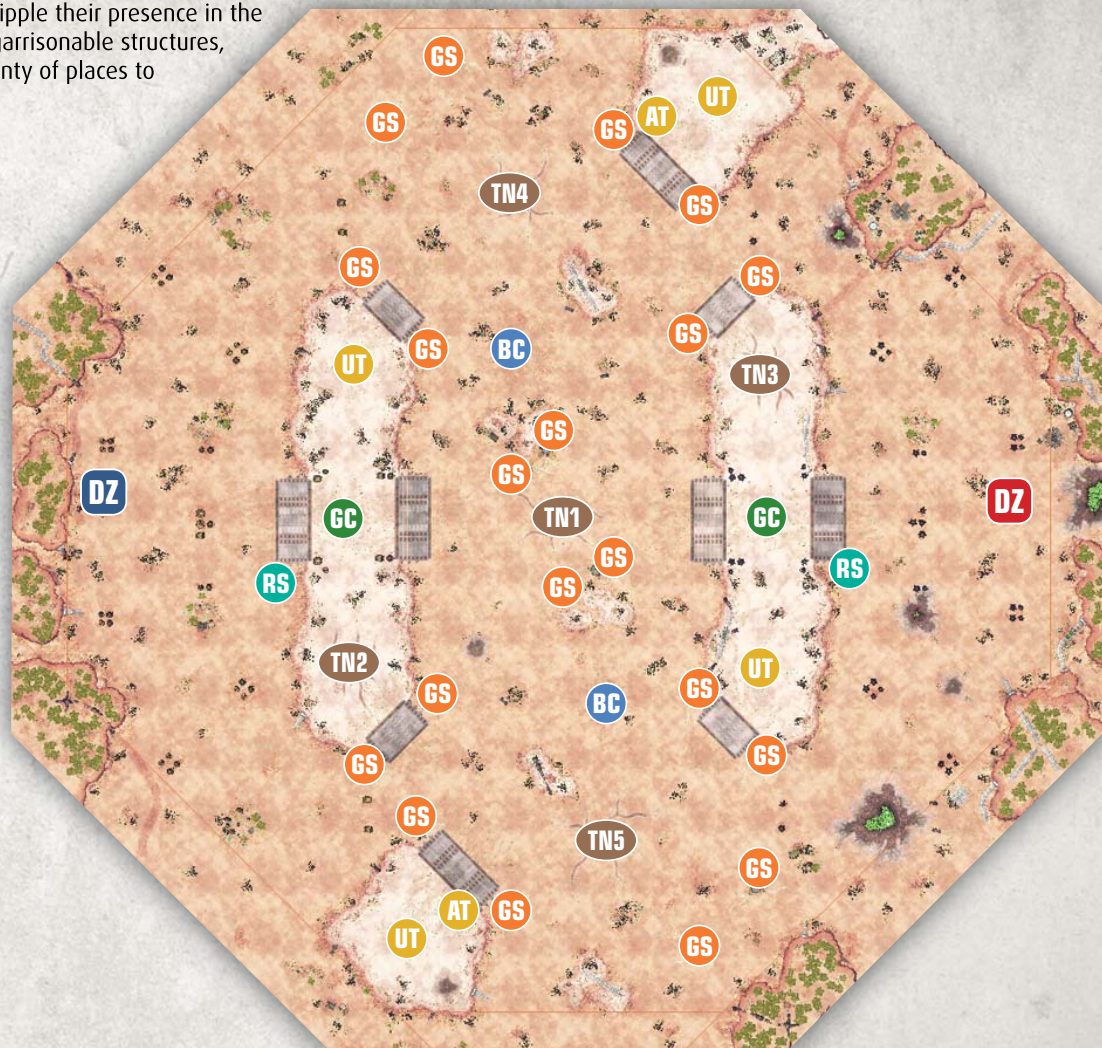
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BLOOD AND SAND

Blood and Sand gives each team plenty of room to maneuver before meeting in the middle for grand-scale warfare. Immediately advance and fortify the plateau ahead of your Deploy Zone to secure a green Tiberium Crystal spawn site and a forward Uplink Tower. Once the tower has been captured, you won't have to carry those green crystals very far to gain UPs. Press through the middle and secure your rival's plateau to cripple their presence in the region. The map boasts a high number of garrisonable structures, giving a Defense Commander's infantry plenty of places to hole up and stand their ground.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
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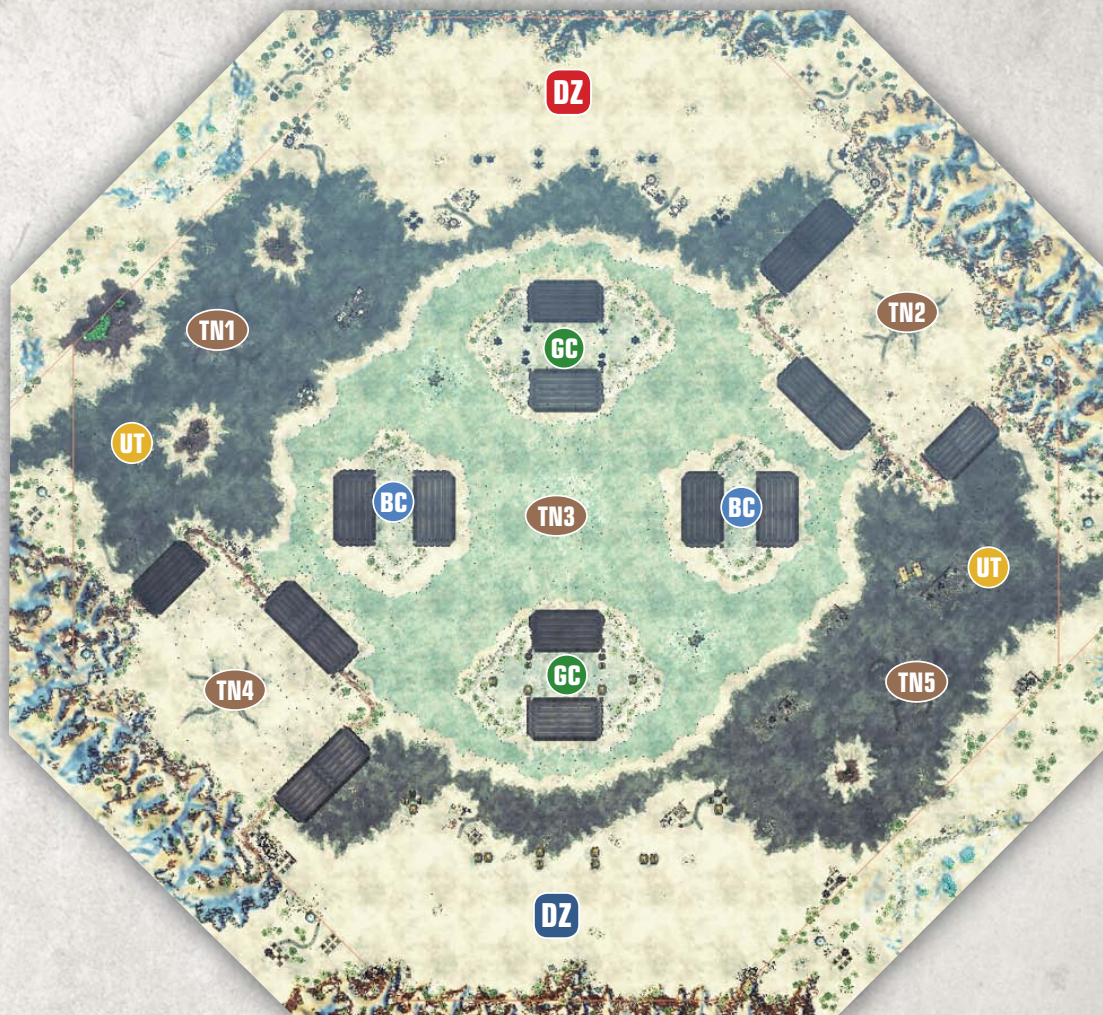
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BONECHILL BASIN

All the Bonechill Basin crystals are located in the center of the map, ensuring a fierce struggle for the middle ground. Non-harvesters should focus on securing the east and west Uplink Towers to shorten the distance their team's crystal gathers must travel to deposit their goods. TCN Nodes stand near the Uplink Towers; capture them to keep those Victory Points pouring in.

- DZ** RED DZ = Nod (red team) Deploy Zone
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- AT** AT = Artillery Turret
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- BC** BC = Blue Tiberium Crystal spawn point
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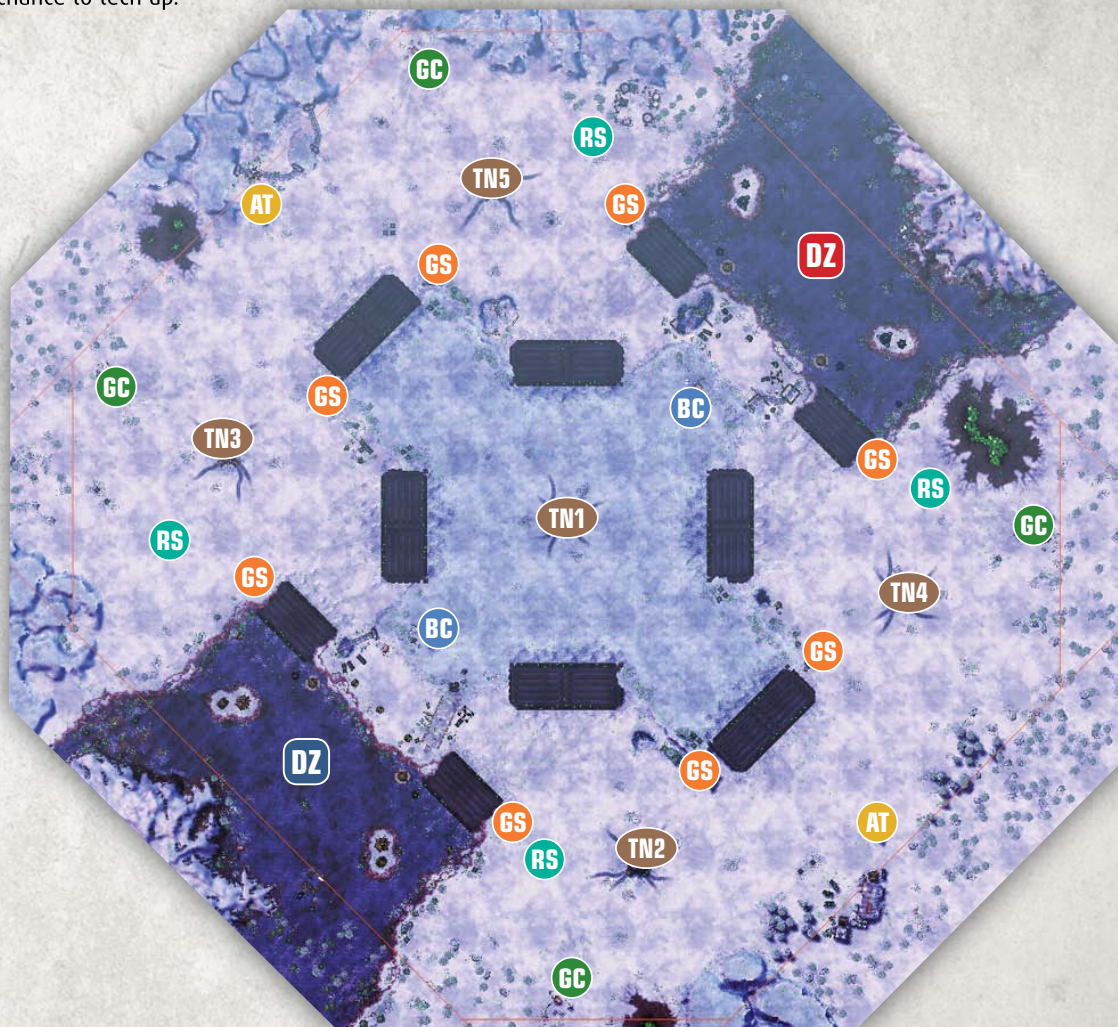
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FRIGID HIGHLANDS

With blue and green Tiberium Crystal spawn sites positioned close to each team's Deploy Zone, battles waged at Frigid Highlands quickly become high-tech affairs. Lock down your blue and green crystal sites with plenty of defenses and advance swift units to steal your rivals' resources away. You might not be able to make off with their crystals, but try detonating them to deny your rivals the chance to tech up.

- DZ** RED DZ = Nod (red team) Deploy Zone
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- AT** AT = Artillery Turret
- AA** AA = Anti-Air Turret
- BC** BC = Blue Tiberium Crystal spawn point
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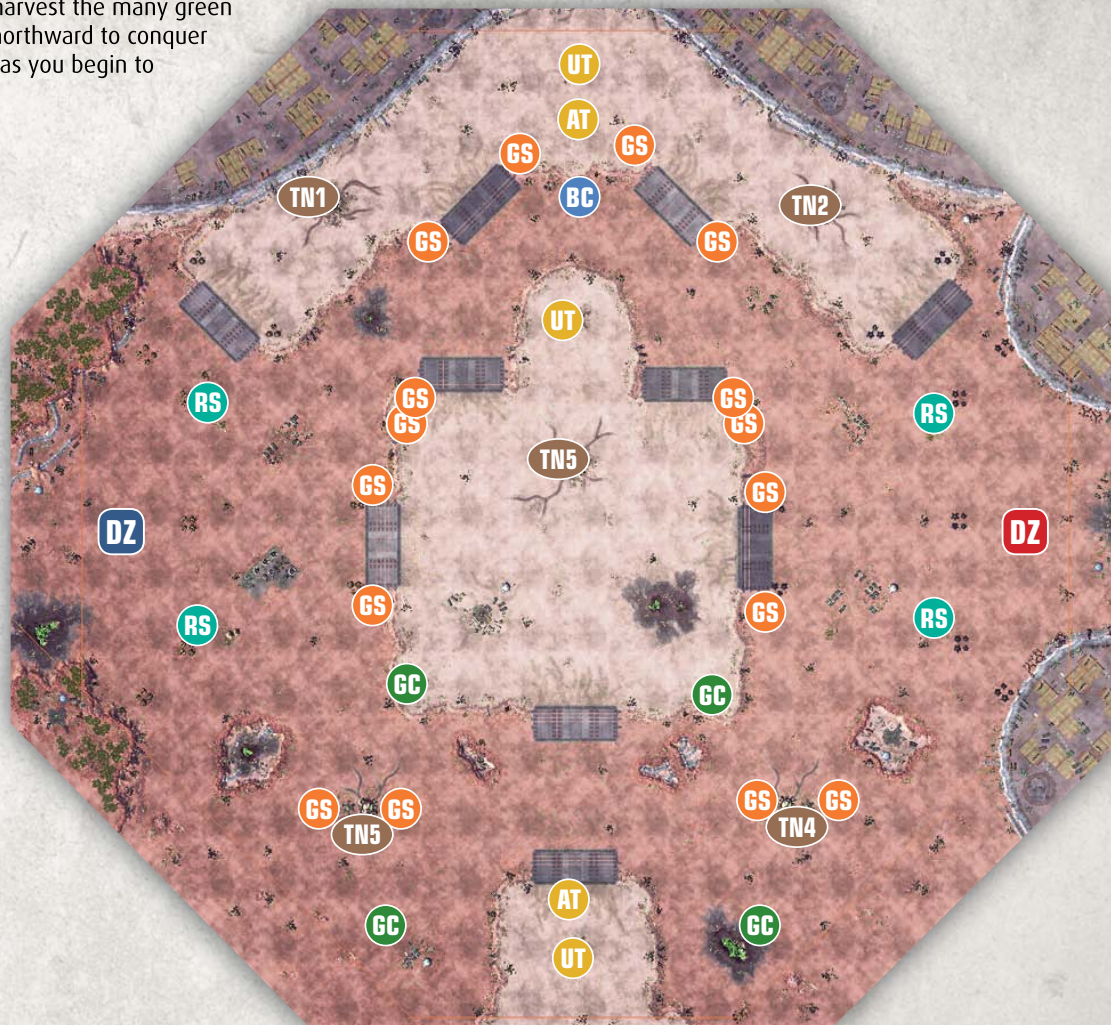
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HOSTILE HEADLANDS

Defense Commanders play a significant role here at Hostile Headlands. Immediately fan out infantry to garrison the map's many civilian structures—the team that's quick to exploit these garrisonable structures gains the early advantage. Expect the enemy to try the same tactic and counter them with lots of laser and gun units, slicing up any structures they manage to garrison and then cutting down their foot soldiers as they tumble out. Focus on securing the southern end of the map first so you can harvest the many green Tiberium Crystals down there, advancing northward to conquer the central plateau and northern plateaus as you begin to gain momentum.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
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- BC** BC = Blue Tiberium Crystal spawn point
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ICE STATION OMEGA

Ice Station Omega is a unique map that places both team's Deploy Zones on the same half of the map, uncomfortably close to one another. Allow Offense Commanders to exploit the Refueling Stations close to your DZ, giving their units an advantage as they push toward the center. The team's crystal harvester should focus on spreading northward to secure the nearest blue and green Tiberium Crystals, along with the remote Uplink Towers, which help shorten the trips that gatherer units need to take. Defense Commanders should be quick to deploy defense turrets around each captured Uplink Tower and should also garrison the map's central structures with infantry to give their allies multiple fallback points all around the map.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
- AA** AA = Anti-Air Turret
- BC** BC = Blue Tiberium Crystal spawn point
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- RS** RS = Refueling Station
- TN1** TCN Node 1
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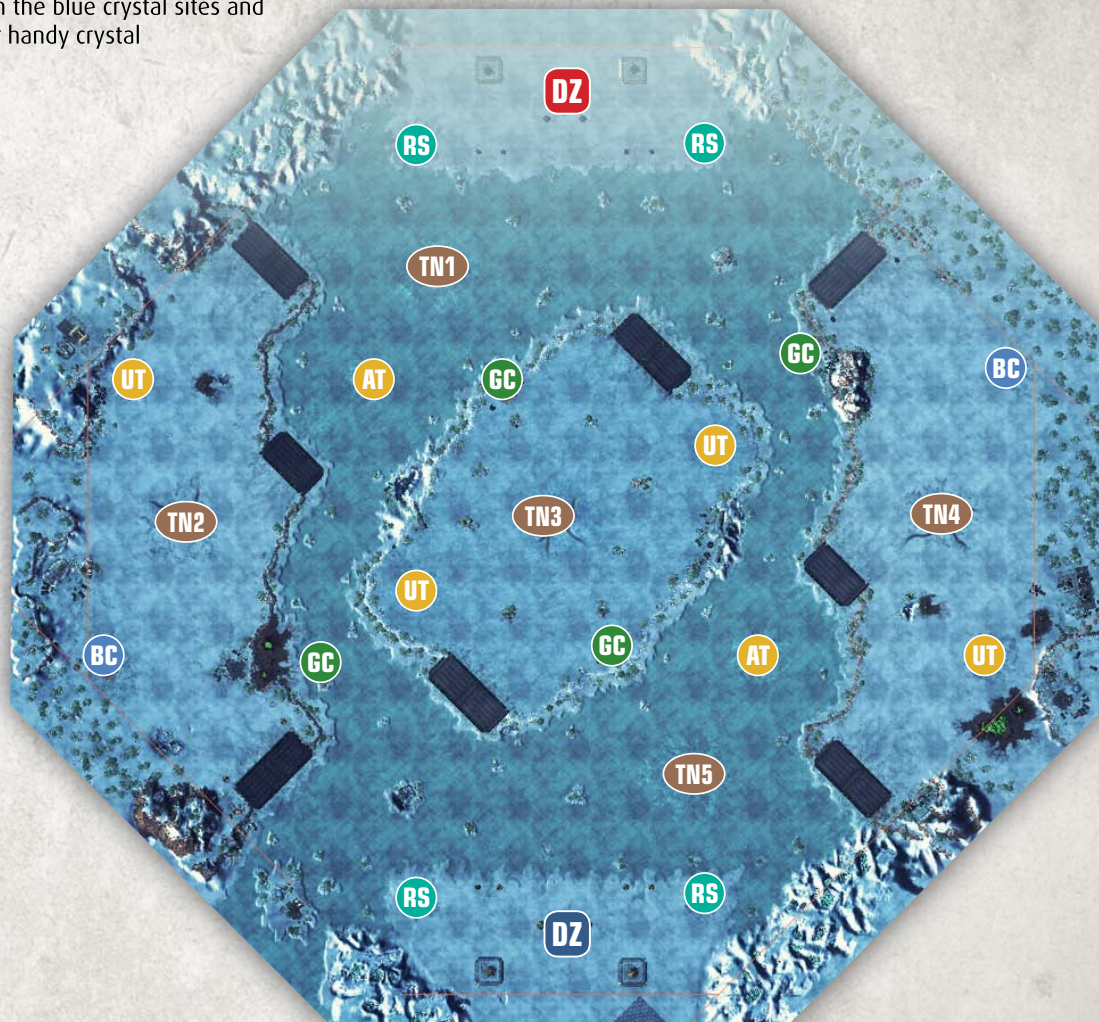
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ICY CELLAR

The team that holds the middle ground often claims victory at Icy Cellar. The map's two Artillery Turrets are high-value targets; secure them both, rushing to seize the forward turret, which helps to slow your rival's advancement. Be quick to lock down both central Uplink Towers, too; this allows Defense Commanders to quickly lay down forward turrets while providing crystal gatherers convenient places to deposit their goods. Once the central region is well fortified, begin securing the side plateaus, focusing on locking down the blue crystal sites and seizing the east and west Uplink Towers for handy crystal drop-off points.

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JADED PEAKS

Jaded Peaks is a fast-action battlefield that places both teams' Deploy Zones close to the center, ensuring plenty of early-game mayhem. Advance and capture the two central Artillery Turrets to gain an early tactical advantage and a convenient central fallback point. Hurry to seize the Mutant Hovel near your team's DZ so you can unleash waves of mutants against your foes—Visceroids and Forgotten Scrapbuses are particularly nasty to enemy scouts and crystal gatherers. Quickly lock down the north and south Uplink Towers so your team's Defense Commanders can deploy turrets and prevent the opposing team from securing the nearby resources.

- DZ** RED DZ = Nod (red team) Deploy Zone
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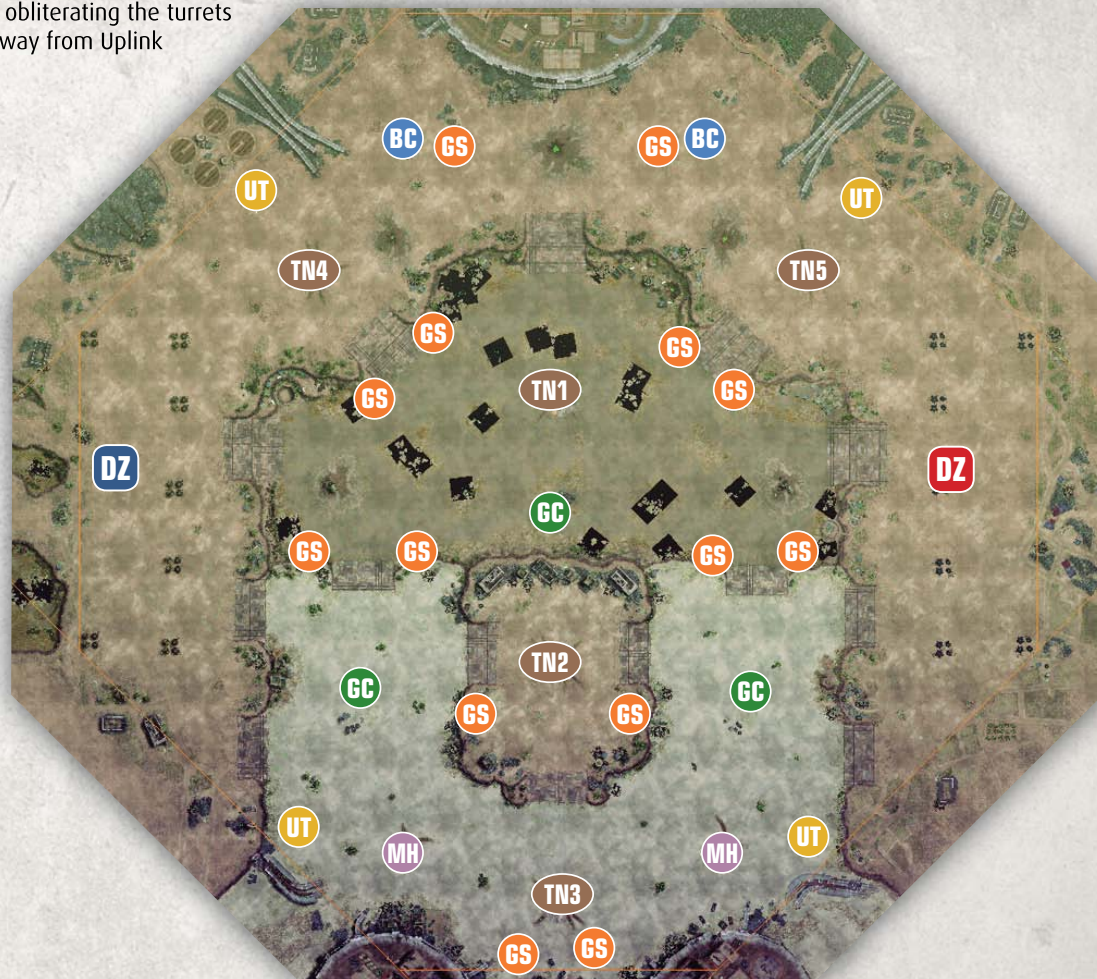
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LOST VALLEY

With an abundance of garrisonable structures and Uplink Towers, Defense Commanders find a chance to shine at Lost Valley. Fan out and garrison as many structures as possible to discourage your rivals' advance. Blue Tiberium Crystals lie to the north, while Mutant Hovels and green crystals are found to the south. Spread north and south, then advance evenly into enemy territory, capturing each Uplink Tower in turn so your team's Defense Commanders can fortify these positions with turrets, creating ideal fallback points. Securing these Uplink Towers also ensures your team's crystal harvesters won't have to travel far to deposit their valuable resources. Send waves of Visceroids from the southern Mutant Hovels to weaken enemy defenses, obliterating the turrets near their Deploy Zone and pushing them away from Uplink Towers they've seized.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
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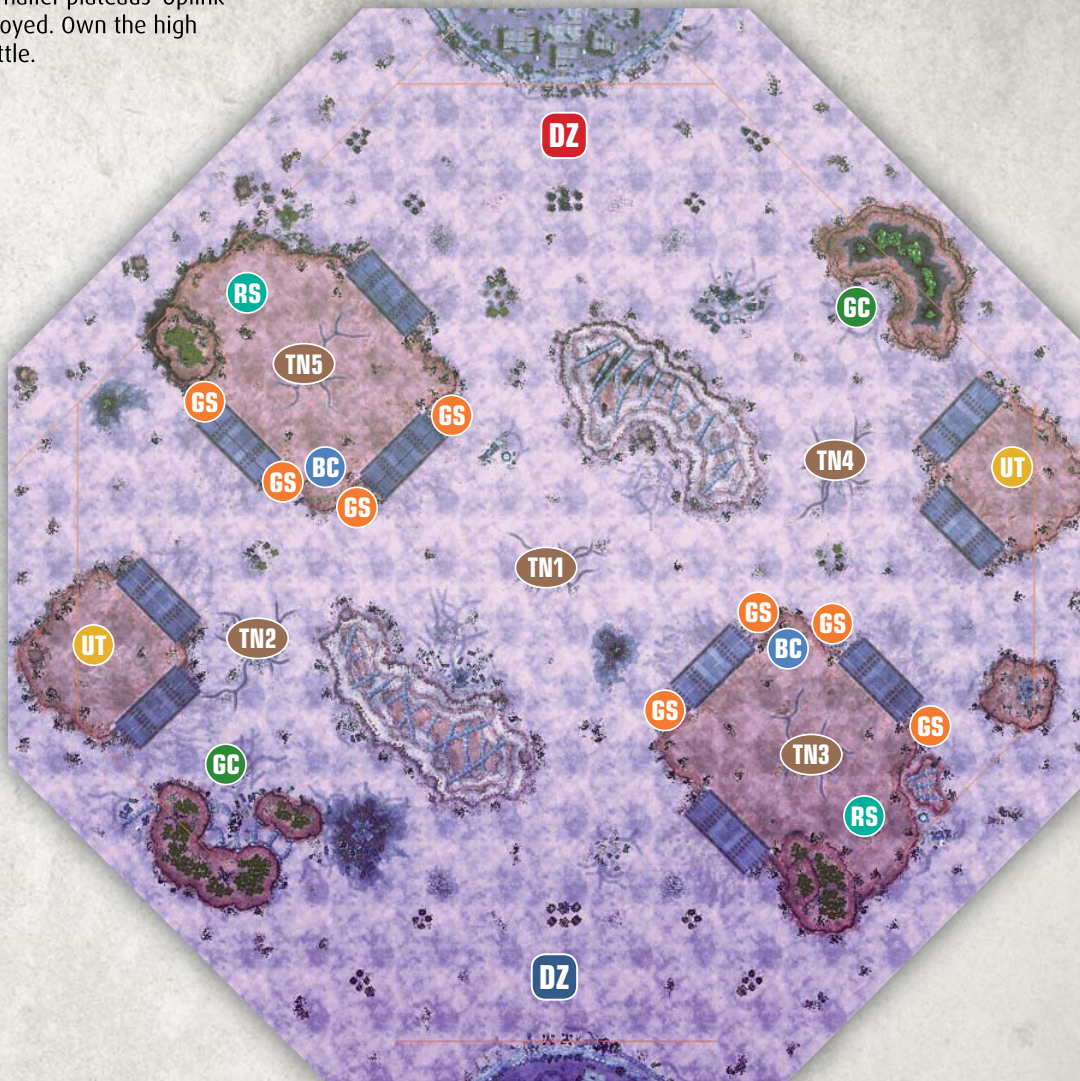
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PIPELINE PLATEAU

Capturing plateaus is the name of the game on this unique battlefield. Each mesa features either an Uplink Tower or a TCN Node, and seizing these sites is the key to victory. Focus your efforts on securing each plateau, garrisoning infantry within the structures that surround the larger ones, and capturing the smaller plateaus' Uplink Towers so defense turrets can be rapidly deployed. Own the high ground to ensure your rivals face an uphill battle.

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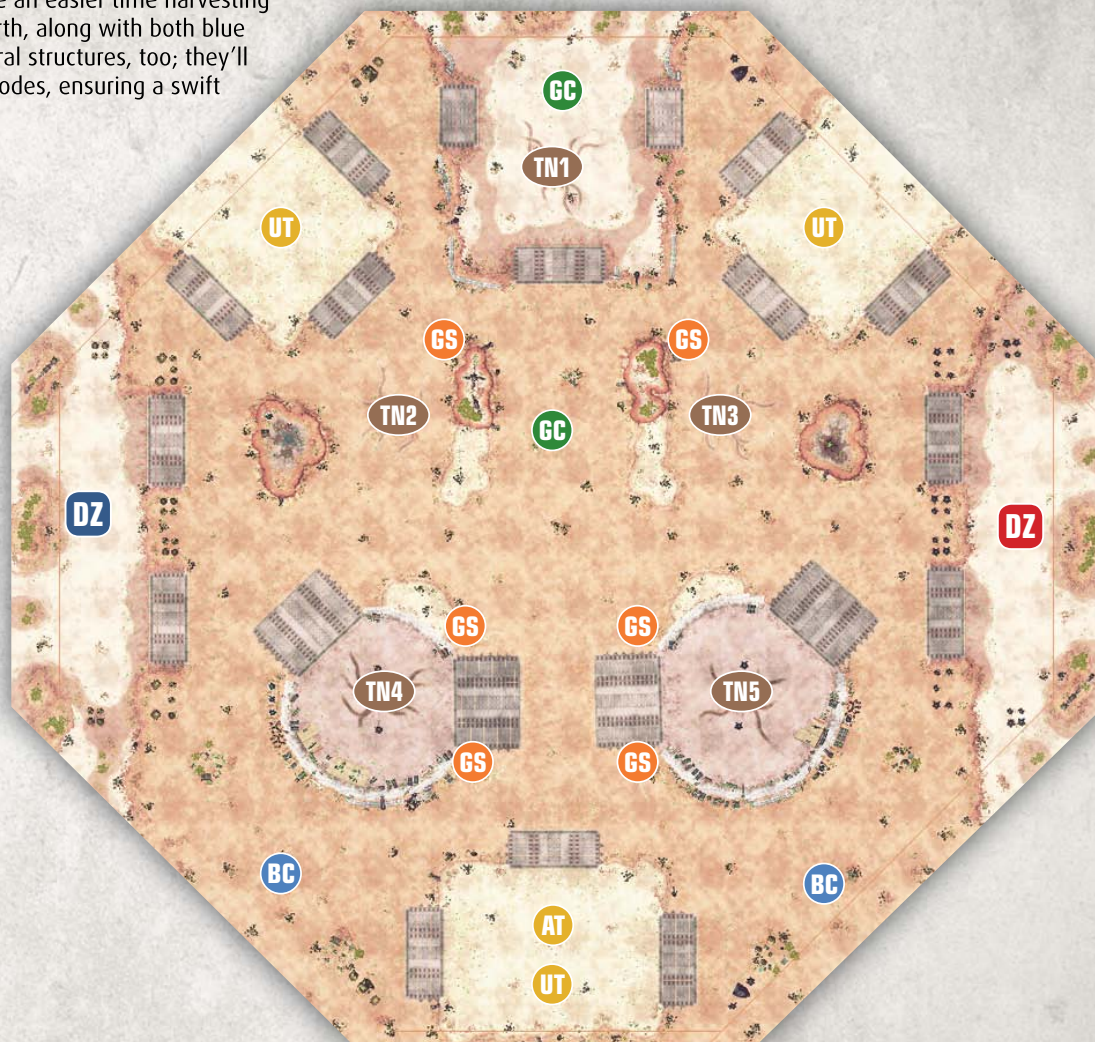
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SEARING MESA

Controlling the north and south ends of this map is the key to achieving victory at this arid war zone. First, focus on securing the northern Uplink Tower near your team's Deploy Zone, along with the lone southern Uplink Tower and the Artillery Turret that guards it. With the two Uplink Towers secured, you'll have an easier time harvesting the two green Tiberium Crystals to the north, along with both blue Tiberium Crystals. Garrison the map's central structures, too; they'll help you lock down the four central TCN Nodes, ensuring a swift and dominant victory.

- DZ** RED DZ = Nod (red team) Deploy Zone
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WITHERED FRACTURE

With both teams' Deploy Zones situated close together at the map's center, Withered Fracture is certain to promote early game carnage. Immediately branch out to the east and west, aiming to secure the pairs of Artillery Turrets at either side of the map. If you can capture all four of these Artillery Turrets, your rivals will have a very difficult time advancing by ground and seizing the blue Tiberium Crystals. Garrison the map's central structures to further hamper your adversaries' advancement efforts, and seize the Uplink Tower on your side of the field. It's right next to a green crystal spawn point, so controlling it will save your crystal harvesters a few seconds on each trip.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
- AA** AA = Anti-Air Turret
- BC** BC = Blue Tiberium Crystal spawn point
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Welcome to the Appendix, Commander. Here we've gathered all manner of valuable intel for your perusal. Use the Achievements list to keep track of everything you've accomplished and see what you've yet to achieve. Examine the faction comparison charts to quickly identify the strengths and weaknesses between GDI and Nod.

Achievements

Many of *C&C4's* achievements are of a straightforward, progression-based nature, such as "Destroy 5 Crawlers" or "Capture 5 husks with Engineers." Others ask you to become a bit more creative. Keep the following tips in mind and you'll have little trouble satisfying every achievement in the game.

Rig the Game: Achievements can be satisfied during any *C&C* session, including Skirmishes played against friends or computer-controlled rivals. This means you can stage "achievement" matches with friends or simply play against an easy-AI computer adversary, setting things up to help you accomplish all the really difficult stuff.

Group Those Losers: Some achievements ask you to do multiple things at once, like "damage X units with a single attack from Y." For these challenges, play against an easy Defense-class rival and target their clusters of infantry units or defense structures to get the job done.

Power of One: Several achievements require a single unit to perform heroic feats, such as destroying vast numbers of enemies. For these challenges, have the "hero" unit gain fast veterancy by hoarding Tiberium Cores from Refueling Stations, then supply the unit with plenty of healers and stat-boosting supporters to give them an even greater advantage.

GDI ACHIEVEMENTS

GDI GENERAL ACHIEVEMENTS

Name	Description	Achieved?
Hot Streak!	Destroy 3 Crawlers	<input type="checkbox"/>
Untouchable!	Destroy 4 Crawlers	<input type="checkbox"/>
Invincible!	Destroy 5 Crawlers	<input type="checkbox"/>
Immortal!	Destroy 6 Crawlers	<input type="checkbox"/>
Legendary!	Destroy 7 Crawlers	<input type="checkbox"/>
Tiberium Infused	Destroy 3 units or structures with the Visceroid's suicide explosion	<input type="checkbox"/>
Viscerowned	Destroy a Crawler with the Visceroid's suicide explosion	<input type="checkbox"/>
House of Bounce	Land on 5 units with a single use of the Forgotten Ironback's Jump-Stomp	<input type="checkbox"/>
They'll Fight For You!	Destroy 20 units or structures with Scavenger Buses	<input type="checkbox"/>
We've Got the Plans	Capture 5 husks with Engineers	<input type="checkbox"/>
Mine Sweeper	Clear 20 mines by destroying them with Engineers	<input type="checkbox"/>

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GDI OFFENSE ACHIEVEMENTS

Name	Description	Achieved?
Bag Lady (Veteran)	Upgrade 10 units with Blue Upgrade Crates	<input type="checkbox"/>
Bag Lady (Elite)	Upgrade 20 units with Blue Upgrade Crates	<input type="checkbox"/>
Bag Lady (Heroic)	Upgrade 30 units with Blue Upgrade Crates	<input type="checkbox"/>
Fast Learner	Raise 5 Hunters to Heroic veterancy	<input type="checkbox"/>
Don't Look into the Light!	Damage 5 units or structures with a single attack from the Refractor	<input type="checkbox"/>
Maximum Firepower!	Deal 1,337 damage in 5 seconds with a single Mastodon	<input type="checkbox"/>
Mammoths Gone Wild	Destroy 10 units or structures with the same Mammoth Tank	<input type="checkbox"/>
Offensive Supremacy	Destroy 25 units or structures with the GDI Offense Crawler	<input type="checkbox"/>
Wreaking Havoc	Deal 5,000 damage with the primary weapons of a single Commando	<input type="checkbox"/>
Tear 'Em To Shreds	Kill 10 infantry with a single Wolf	<input type="checkbox"/>
Remember the Titan	Damage 3 units or structures with a single attack from the Titan	<input type="checkbox"/>
Eat Hot Sound!	Damage 4 units or structures with a single attack from the Shockwave	<input type="checkbox"/>
Power of the Prism	Damage 3 units or structures with a single attack from the Striker	<input type="checkbox"/>
Air Superiority	Destroy 5 aircraft in 30 seconds with Sandstorms	<input type="checkbox"/>
Got a Present for Ya!	Destroy 5 structures with the C4 Charges of the same Commando	<input type="checkbox"/>
So That's Why I Have Rockets...	Destroy a heavy aircraft with a Mammoth Tank	<input type="checkbox"/>
The Bigger They Are...	Destroy a heavy aircraft with Talons	<input type="checkbox"/>
Beware of Dog	Destroy 10 light units in 10 seconds with Bulldogs	<input type="checkbox"/>
We've Got To Have More Explosions!	Destroy 3 units or structures with the Mastodon's Dispersion Bays	<input type="checkbox"/>
Unfriendly Skies	Destroy 20 aircraft with Talons	<input type="checkbox"/>

GDI DEFENSE ACHIEVEMENTS

Name	Description	Achieved?
Fortified Position (Veteran)	Destroy 10 units or structures with garrisoned infantry	<input type="checkbox"/>
Fortified Position (Elite)	Destroy 20 units or structures with garrisoned infantry	<input type="checkbox"/>
Fortified Position (Heroic)	Destroy 30 units or structures with garrisoned infantry	<input type="checkbox"/>
Classical Warfare	Destroy a Centurion with a Spartan	<input type="checkbox"/>
This Is the Spartan!	Destroy 5 units or structures with Spartan Turrets	<input type="checkbox"/>
Sanctuary	Absorb 4,000 damage with a single Crystal Shield's shield	<input type="checkbox"/>
Boom Boom!	Destroy 5 structures with the Zone Raider's Anti-Structure Bomb	<input type="checkbox"/>
Raise Shields	Absorb 7,500 damage with the GDI Defense Crawler's shield	<input type="checkbox"/>
Defense Minister	Deal 10,000 damage with Guardian Cannons	<input type="checkbox"/>
Master Tactician	Destroy 10 units with the Juggernaut's Sticky Bombs	<input type="checkbox"/>
Orbital Supremacy	Destroy 20 units or structures with a single Ion Cannon strike	<input type="checkbox"/>
Zoned Out	Destroy 10 vehicles with Zone Troopers	<input type="checkbox"/>
Repairs Complete	Repair 5,000 damage with the Dozer	<input type="checkbox"/>
Captain on Deck!	Hit 7 units or structures with a single ion strike from the Zone Captain	<input type="checkbox"/>
Artillery Expert	Destroy 25 units or structures with Skystrike Artillery defenses	<input type="checkbox"/>
Frozen in Time	Encase 20 units or structures within a single Crystal Shield Stasis Field	<input type="checkbox"/>
Getting Warmer	Fire continuously on a unit or structures with a Focus Beam for 10 seconds	<input type="checkbox"/>
You're Mine!	Detonate 25 Dozer EMP Mines on enemy units	<input type="checkbox"/>
A True Patriot	Destroy 20 aircraft with Missile Turrets	<input type="checkbox"/>
We've Got the Rockets	Destroy 25 aircraft with Falcon MLRS defenses	<input type="checkbox"/>
Stampede!	Destroy 10 structures with Rhino Tanks	<input type="checkbox"/>
It's Not the Size that Matters	Destroy a heavy aircraft with a Zone Defender	<input type="checkbox"/>
Lance a Lot	Destroy 5 units or structures with deployed Zone Lancers	<input type="checkbox"/>
The Final Frontier	Fire a fully charged Ion Cannon	<input type="checkbox"/>
Demolition Woman	Destroy 3 structures with a single Zone Raider	<input type="checkbox"/>
I Am the Law!	Destroy 10 light units with Zone Enforcers	<input type="checkbox"/>

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GDI SUPPORT ACHIEVEMENTS

Name	Description	Achieved?
Combat Medic (Veteran)	Repair 5,000 damage with Support units	<input type="checkbox"/>
Combat Medic (Elite)	Repair 10,000 damage with Support units	<input type="checkbox"/>
Combat Medic (Heroic)	Repair 15,000 damage with Support units	<input type="checkbox"/>
The Good Sheppard	Destroy 5 medium units with the same Sheppard	<input type="checkbox"/>
Crusader	Shoot down 100 rockets with the Paladin's Anti-Rocket Mode	<input type="checkbox"/>
I Can Fix That	Repair 1000 damage with a single Spanner	<input type="checkbox"/>
Watch Your Step	Detonate 20 EMP mines on enemy units using the EMP Mine Drop Power	<input type="checkbox"/>
Electric Symphony	EMP 50 units with Conductors	<input type="checkbox"/>
Kick the Tires and Light the Fires	Destroy a Crawler using the Firehawk Airstrike Power	<input type="checkbox"/>
Death from Above	Damage 10 units or structures with a single use of the Sonic Artillery power	<input type="checkbox"/>
Fallen Angel	Use the Archangel's Sabotage on 100 units or structures	<input type="checkbox"/>
Pimped Your Ride	Use the Archangel's Supercharge on 50 units or structures	<input type="checkbox"/>
Out of Control	Destroy 5 units or structures with Hammerheads under the effect of Berzerk	<input type="checkbox"/>
It's a Trap!	Root a Crawler in place with the Thunderhead's Gravity Laser	<input type="checkbox"/>
I See You	Attach 25 sensor pods to enemy units using the same Hurricane	<input type="checkbox"/>
It Burns!	Destroy 5 units or structures in 10 seconds with Firehawks	<input type="checkbox"/>
Supportive	Repair 5,000 damage with the GDI Support Crawler	<input type="checkbox"/>
Rocket Ship	Deal 1,000 damage in 5 seconds with Orcas	<input type="checkbox"/>
Grease Monkey	Use the Spanner's Dampen on 100 units or structures	<input type="checkbox"/>
Pew Pew Pew	Damage 3 units or structures with a single attack from the Paladin	<input type="checkbox"/>
Angelic Grace	Repair 5,000 damage with Archangels	<input type="checkbox"/>
Thunderstruck	Destroy 25 heavy units with Thunderheads	<input type="checkbox"/>
Electrician	Damage 10 units with a single use of the Conductor's Electrolysis	<input type="checkbox"/>
Bringing the Big Guns	Deal 5,000 damage with a single Kodiak	<input type="checkbox"/>

NOD ACHIEVEMENTS

NOD GENERAL ACHIEVEMENTS

Name	Description	Achieved?
Hot Streak!	Destroy 3 Crawlers	<input type="checkbox"/>
Untouchable!	Destroy 4 Crawlers	<input type="checkbox"/>
Invincible!	Destroy 5 Crawlers	<input type="checkbox"/>
Immortal!	Destroy 6 Crawlers	<input type="checkbox"/>
Legendary!	Destroy 7 Crawlers	<input type="checkbox"/>
Tiberium Infused	Destroy 3 units or structures with the Visceroid's suicide explosion	<input type="checkbox"/>
Viscerowned	Destroy a Crawler with the Visceroid's suicide explosion	<input type="checkbox"/>
House of Bounce	Land on 5 units with a single use of the Forgotten Ironback's Jump-Stomp	<input type="checkbox"/>
They'll Fight For You!	Destroy 20 units or structures with Scavenger Buses	<input type="checkbox"/>
We've Got the Plans	Capture 5 Husks with Engineers	<input type="checkbox"/>
Mine Sweeper	Clear 20 mines by destroying them with Engineers	<input type="checkbox"/>

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NOD OFFENSE ACHIEVEMENTS

Name	Description	Achieved?
Bag Lady (Veteran)	Upgrade 10 units with Blue Upgrade Crates	<input type="checkbox"/>
Bag Lady (Elite)	Upgrade 20 units with Blue Upgrade Crates	<input type="checkbox"/>
Bag Lady (Heroic)	Upgrade 30 units with Blue Upgrade Crates	<input type="checkbox"/>
From the Shadows	Deal 1,000 damage with a single Stealth Tank	<input type="checkbox"/>
Fast and the Ferocious	Kill 20 infantry with Raiders	<input type="checkbox"/>
Yoink!	Grab 25 units with the Scorpion's Claw Grasp	<input type="checkbox"/>
Grand Theft Mammoth	Hijack 3 vehicles with a single Cyborg Commando	<input type="checkbox"/>
They Will Know Fear	Deal 5000 damage with the primary weapons of a single Cyborg Commando	<input type="checkbox"/>
Now You See Me...	Destroy 4 structures in 20 seconds with Specters	<input type="checkbox"/>
Magmaeddon	Ignite 20 Firestorms using Flame Tanks	<input type="checkbox"/>
A Necessary Loss	Damage 5 units with the mines created by the death of the Avenger	<input type="checkbox"/>
Needs More Cannons	Destroy 10 units or structures with the same Avatar	<input type="checkbox"/>
Biker Gang	Deal 10,000 damage with Attack Bikes	<input type="checkbox"/>
Tiberium Missile Crisis	Inflict Tiberium Corrosion on 5 units or structures with a single Tiberium Catalyst rocket from the Specter	<input type="checkbox"/>
What a Tangled Web We Weave	Destroy a Crawler with the Web Laser on the Spider Tank	<input type="checkbox"/>
Hey Girl	Grab a female unit with the Scorpion's Claw Grasp	<input type="checkbox"/>
Black Widow	Raise 5 Widows to Heroic veterancy	<input type="checkbox"/>
Meet Mr. Flashy	Destroy 25 units or structures with the Nod Offense Crawler	<input type="checkbox"/>
Preying Mantis	Destroy a unit or structure using the ballistic rocket from the upgraded Mantis	<input type="checkbox"/>

NOD DEFENSE ACHIEVEMENTS

Name	Description	Achieved?
Fortified Position (Veteran)	Destroy 10 units or structures with garrisoned infantry	<input type="checkbox"/>
Fortified Position (Elite)	Destroy 20 units or structures with garrisoned infantry	<input type="checkbox"/>
Fortified Position (Heroic)	Destroy 30 units or structures with garrisoned infantry	<input type="checkbox"/>
Classical Warfare	Destroy a Spartan with a Centurion	<input type="checkbox"/>
Hot Seat	Destroy 25 units or structures with Incinerators	<input type="checkbox"/>
Prism Power	Damage 2 units or structures with a single attack from the Reaper	<input type="checkbox"/>
Tiberian Dawn	Destroy 20 units or structures with a single Temple of Nod missile	<input type="checkbox"/>
Shields Up	Absorb 7,500 damage with the Nod Defense Crawler's shield	<input type="checkbox"/>
Pulverized	Deal 1,000 damage in 10 seconds with Underminers	<input type="checkbox"/>
Tower Defense	Destroy 10 units or structures with the same Viper Turret	<input type="checkbox"/>
No-Fly Zone	Destroy 5 medium aircraft with Ascended	<input type="checkbox"/>
Burn Baby Burn	Destroy 5 units or structures with the Flame Column's close-range flamethrowers	<input type="checkbox"/>
Stop, Drop, and Burn	Set 20 units or structures on fire with the Flame Column's primary weapon	<input type="checkbox"/>
Healbot	Repair 5,000 damage with the Slave	<input type="checkbox"/>
Fanatic Frenzy	Destroy a unit or structure using the Enlightened's Suicide Charge Pack	<input type="checkbox"/>
Dark Guardian	Absorb 4,000 damage with the shields of a single Disruption Tower	<input type="checkbox"/>
Ruination	Damage 5 units or structures with a single attack from the High Confessor	<input type="checkbox"/>
Extra Crispy	Damage 4 units or structures with the Black Hand's Holy Water explosion	<input type="checkbox"/>
Gun Them Down	Destroy 10 light units with Devout	<input type="checkbox"/>
I Am SAM	Destroy 10 medium aircraft with Rocket Pod defenses	<input type="checkbox"/>
Launch Sequence Engaged	Fire a fully assembled Tiberium Missile	<input type="checkbox"/>
Laser Light Show	Destroy 10 units or structures using Obelisks of Light	<input type="checkbox"/>
Tiberium Prophecy	Destroy 5 units or structures with the same Aftershock	<input type="checkbox"/>
Boom Goes the Dynamite	Detonate 25 Slave Incendiary Mines on enemy units	<input type="checkbox"/>

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The following tables provide quick-reference comparisons between GDI and Nod's various classes. Study them to quickly identify strengths and weaknesses in each class that you can exploit during online matches.

OFFENSE CLASS COMPARISONS

GDI OFFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effect
Offense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Composite Armor, Advanced Composite Armor	--
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost	--
Hunter	Medium Vehicle	1	1	0:09	6	900	Cannon	Medium	Combat Acclimation (gains veterancy faster, passive)	Accuracy Boost, Range Boost, Speed Boost	Increased damage
Talon	Light Aircraft	1	1	0:07	3	450	Rocket	Light	Cliffjumping	Accuracy Boost, Missile Storm, Range Boost, Speed Boost	Increased damage
Titan MKII	Medium Vehicle	1	1	0:09	6	900	Laser	Medium	Laser slows enemies (passive)	Range Boost, Refire Boost, Speed Boost	Increased damage and slow effects
Wolf	Medium Vehicle	1	1	0:09	6	900	Gun	Medium	--	Range Boost, Refire Boost, Speed Boost	Increased damage
Striker	Light Vehicle	2	1	0:07	3	450	Laser	Light	Cliffjumping	Range Boost, Refire Boost, Speed Boost	Increased damage and laser will prism to hit more targets
Bulldog	Light Vehicle	3	1	0:07	3	350	Gun	Light	Shotgun (area damage, passive), Stealth Detection	Range Boost, Refire Boost, Speed Boost	Increased damage
Shockwave	Medium Vehicle	5	2	0:09	6	700	Blast	Medium	Cliffjumping	Resonance Amplifier	Increased damage
Sandstorm	Medium Vehicle	6	2	0:09	6	675	Rocket	Medium	Cliffjumping	Missile Storm	Increased damage
Commando	Commando	8	2	0:09	6	500	Rocket; Cannon	Light	Cliffjumping, Commandeer Vehicle, Jump Jets	Demolitions Kit, Missile Storm	Increased damage
Mammoth Tank	Heavy Vehicle	12	3	0:11	10	1,700	Cannon; Rocket	Heavy	Taunt Laser (forces target to attack)	Backup Systems, Mirror Plating	Increased cannon damage
Refractor	Heavy Vehicle	16	3	0:11	10	1,200	Laser	Heavy	Refraction (when not firing)	Mirror Plating	Increased damage and chance to reflect
Mastodon	Heavy Vehicle	20	3	0:15	12	1,800	Blast; Rocket	Heavy	--	Backup Systems, Dispersion Bays	Increased damage and larger area damage

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NOD OFFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effect
Offense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Stealth Generator, Mobile Stealth Generator	--
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost	--
Attack Bike	Light Vehicle	1	1	0:07	3	350	Rocket	Light	--	Accuracy Boost, Range Boost, Speed Boost	Increased damage
Avenger	Medium Vehicle	1	1	0:09	6	950	Cannon	Medium	Drop Mines (on death)	Accuracy Boost, Range Boost, Speed Boost	Increased damage, additional mines
Raider	Light Vehicle	1	1	0:07	3	450	Gun	Light	--	Range Boost, Refire Boost, Speed Boost	Increased damage
Scorpion	Medium Vehicle	1	1	0:09	6	900	Laser	Medium	Burrow, Claw Grasp	Range Boost, Refire Boost, Speed Boost	Increased damage
Spider Tank	Light Vehicle	2	1	0:07	3	450	Laser	Light	Burrow, Laser Web (multiple Spider Tanks create a damaging web)	Arachnophobia, Range Boost, Refire Boost, Speed Boost	Increased damage
Mantis	Medium Vehicle	3	1	0:09	6	900	Rocket	Medium	--	Accuracy Boost, Range Boost, Speed Boost	Increased damage, adds ballistic rocket
Flame Tank	Medium Vehicle	5	2	0:09	6	1,000	Blast	Medium	Ignite Ground, Firestorm (multiple flame weapons combine for more damage)	Trail of Flame	Increased damage
Stealth Tank	Medium Vehicle	6	2	0:09	6	540	Rocket	Medium	Stealthed	Stealth Field	Increased damage and dodge
Cyborg Commando	Commando	8	2	0:09	6	600	Laser	Light	Recovers health automatically, Hijack Vehicle (legless form)	Infiltration Module	Increased damage
Avatar	Heavy Vehicle	12	3	0:11	10	1,500	Cannon	Heavy	Drop Cannon (lowers damage and increases speed, passive as health decreases)	Backup Systems	Adds two cannons
Widow	Heavy Vehicle	16	3	0:15	12	1,800	Laser	Heavy	Burrow, Garrison Spider Tank (4)	Arachnophobia, Backup Systems	Increased damage, holds more Spider Tanks (2)
Specter	Medium Vehicle	20	3	0:09	6	720	Blast	Medium	Stealthed	Tiberium Catalyst	Increased damage

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GDI OFFENSE UPGRADES

Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Accuracy Boost	Passive Upgrade	1	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	Passive Upgrade	3	1	0:00	1	Increases the movement speed of all Tier 1 units
Range Boost	Passive Upgrade	4	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	Passive Upgrade	5	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Resonance Amplifier	Shockwave Upgrade	7	2	0:00	1	Upgrades the Shockwave with a Resonance Amplifier, increasing its dodge, and allowing it to detect stealth in a small radius
Missile Storm	Weapon Upgrade	8	2	0:00	1	Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage; also adds area damage to the Talon and Commando
Demolitions Kit	Commando Upgrade	9	2	0:00	1	The Commando carries C4 Charges that can be thrown at structures and heavy units for massive damage
Composite Armor	MCV Upgrade	11	2	0:00	1	Increases the health (by 200) and speed of your MCV
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Backup Systems	Husk Upgrade	14	3	0:00	1	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Mirror Plating	Vehicle Upgrade	17	3	0:00	1	Gives the Refractor the Refraction ability, which splits incoming damage into multiple outgoing beams when activated; also provides the Refractor and Mammoth Tank with a mirror coat, passively giving them a chance to reflect enemy attacks
Advanced Composite Armor	MCV Upgrade	19	3	0:00	1	Further increases the health (by another 200) and speed of your MCV
Dispersion Bays	Mastodon Upgrade	20	3	0:00	1	The Mastodon can launch depth charges from both sides of the unit

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Refire Boost	Passive Upgrade	1	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Accuracy Boost	Passive Upgrade	3	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	Passive Upgrade	4	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	Passive Upgrade	5	1	0:00	1	Increases the movement speed of all Tier 1 units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Trail of Flame	Flame Tank Upgrade	7	2	0:00	1	Grants Trail of Flame to Flame Tanks, which increases speed and leaves a trail of fire
Infiltration Module	Commando Upgrade	8	2	0:00	1	Grants stealth to the Cyborg Commando
Stealth Field	Stealth Tank Upgrade	9	2	0:00	1	Increases dodge bonus of the Stealth Tank and provides a small stealth radius
Stealth Generator	MCV Upgrade	11	2	0:00	1	The MCV becomes stealthed when unpacked
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Backup Systems	Husk Upgrade	14	3	0:00	1	Your husks will gain health over time, and automatically stand up when they reach full health, under your control
Arachnophobia	Vehicle Upgrade	17	3	0:00	1	Reduces experience required to gain veterancy on Spider Tanks and Widows
Mobile Stealth Generator	MCV Upgrade	19	3	0:00	1	The MCV becomes stealthed while mobile
Tiberium Catalyst	Specter Upgrade	20	3	0:00	1	Enhances Specter Artillery with Tiberium shells, which leave behind a cloud of Tiberium and reduce enemy armor

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Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Defense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units, researches upgrades, and builds structures; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Defensive Matrix, Mobility Matrix
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Zone Defender	Light Infantry	1	1	0:07	3	225	Rocket	Light	Sprint	Accuracy Boost, Assault Packs, Medical Training, Range Boost, Speed Boost
Zone Enforcer	Light Infantry	1	1	0:07	3	225	Gun	Light	Sprint, Rifle Grenades (passive)	Assault Packs, Medical Training, Range Boost, Refire Boost, Speed Boost
Zone Trooper	Light Infantry	1	1	0:07	3	225	Cannon	Light	Sprint	Accuracy Boost, Assault Packs, Medical Training, Range Boost, Speed Boost
Dozer	Utility Vehicle	2	1	0:06	3	200	Repair Beam	Light	Repair, EMP Mines, Build Outpost	Enhanced Repairs, Range Boost, Speed Boost
Zone Lancer	Light Infantry	3	1	0:07	3	225	Laser	Light	Deploy Lance Platform (increases range and armor)	Medical Training, Range Boost, Refire Boost, Speed Boost
Spartan Tank	Medium Vehicle	5	1	0:09	6	600	Cannon	Medium	Drop Cannon (on death)	Accuracy Boost, Range Boost, Speed Boost
Zone Raider	Light Infantry	6	2	0:09	6	400	Blast; Laser	Light	Sprint	Assault Packs, Medical Training
Armadillo	Heavy Vehicle	8	2	0:11	10	1,300	Gun	Heavy	Garrison Infantry (3)	Reflective Dozer
Zone Captain	Light Infantry	12	3	0:11	10	750	Blast	Light	Cliffjumping, Jump Jets, Sprint	Assault Packs, Medical Training
Rhino	Heavy Vehicle	14	3	0:15	12	1,600	Blast	Heavy	Unpack (only fires when unpacked)	Backup Systems (Offense-class upgrade), Reflective Dozer
Juggernaut	Medium Vehicle	18	3	0:09	6	700	Blast	Medium	--	Sticky Bombs

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Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Defense MCV	MCV Vehicle	1	1	--	--	3,000	Repair Radius	Heavy	Creates units, researches upgrades, and builds structures; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Defensive Matrix, Mobility Matrix
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Ascended	Light Infantry	1	1	0:07	3	250	Rocket	Light	Recovers health automatically	Accuracy Boost, Dark Armaments, Medical Training, Range Boost, Speed Boost
Devout	Light Infantry	1	1	0:07	3	250	Gun	Light	Recovers health automatically	Dark Armaments, Medical Training, Range Boost, Refire Boost, Speed Boost
Enlightened	Light Infantry	1	1	0:07	3	250	Cannon	Light	Recovers health automatically	Accuracy Boost, Dark Armaments, Medical Training, Range Boost, Speed Boost
Slave	Utility Vehicle	2	1	0:06	3	200	Repair Beam	Light	Build Outpost, Incendiary Mines, Repair	Enhanced Repairs, Range Boost, Speed Boost
Reaper	Light Infantry	3	1	0:07	3	275	Laser	Light	Recovers health automatically	Dark Armaments, Medical Training, Range Boost, Refire Boost, Speed Boost
Centurion	Medium Vehicle	5	1	0:09	6	600	Cannon	Medium	Reflective Shield (when still)	Accuracy Boost, Range Boost, Speed Boost
Black Hand	Light Infantry	6	2	0:09	6	500	Blast	Light	Holy Water (requires Dark Armaments upgrade), Ignite Ground	Dark Armaments, Medical Training
Reckoner	Medium Vehicle	8	2	0:09	6	900	--	Medium	Garrison Infantry (3), Unpack	Drilltip
High Confessor	Light Infantry	12	3	0:11	10	750	Blast	Light	Tiberium Launcher (decreases armor and damages over time, passive)	Medical Training
Aftershock	Heavy Vehicle	14	3	0:15	12	2,100	Blast	Heavy	Unpack (only fires when unpacked)	Backup Systems (Offense-class upgrade)
Underminer	Heavy Vehicle	18	3	0:11	10	1,500	Blast	Heavy	Penetrator Burrowblast (long range burrowed artillery)	--

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Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Accuracy Boost	Passive Upgrade	1	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	Passive Upgrade	2	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	Passive Upgrade	4	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	Passive Upgrade	5	1	0:00	1	Increases the movement speed of all Tier 1 units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Assault Packs	Infantry Upgrade	7	2	0:00	1	For select infantry: Increases speed, allows Cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target
Medical Training	Infantry Upgrade	9	2	0:00	1	Provides all infantry with Medical Training, which increases their health (by 75 each) and heals them when garrisoned in a vehicle or building
Enhanced Repairs	Utility Upgrade	10	2	0:00	1	Increases the repair speed of the GDI Dozer, and increases the repair radius and amount repaired by the Defense MCV
Defensive Matrix	MCV Upgrade	11	2	0:00	1	Creates a Defensive Shield (1,000) in a large radius around the MCV when it is unpacked
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Enhanced Shields	Structure Upgrade	13	3	0:00	1	Increases the shield health and regeneration of the MCV (by 1,000), Crystal Shield (by 750), Tunnel (by 750), and Outpost (by 300)
Reflective Dozer	Vehicle Upgrade	15	3	0:00	1	Provides Reflective Dozer Blades for the Armadillo and Rhino, which have a chance to reflect weapons back at the attacker
Sticky Bombs	Juggernaut Upgrade	19	3	0:00	1	Allows the Juggernaut to launch a series of large, visible mines
Mobility Matrix	MCV Upgrade	20	3	0:00	1	Creates a Defensive Shield (1,000) in a large radius around the MCV when it is mobile

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NOD DEFENSE UPGRADES

Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Range Boost	Passive Upgrade	1	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	Passive Upgrade	2	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Refire Boost	Passive Upgrade	4	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Speed Boost	Passive Upgrade	5	1	0:00	1	Increases the movement speed of all Tier 1 units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Dark Armaments	Infantry Upgrade	7	2	0:00	1	Outfits most Nod infantry with new abilities or increased combat effectiveness
Medical Training	Infantry Upgrade	9	2	0:00	1	Provides all infantry with Medical Training, which increases health (by 75 each) and heals them when garrisoned in a vehicle or building
Enhanced Repairs	Utility Upgrade	10	2	0:00	1	Increases the repair speed of the Nod Slave, and increases the repair radius and amount repaired by the Defense MCV
Defensive Matrix	MCV Upgrade	11	2	0:00	1	Allows the MCV to deploy a shield when it is unpacked
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Drilltip	Reckoner Upgrade	13	3	0:00	1	Grants the Burrow ability to the Reckoner and increases its health (by 300)
Improved Concealment	Structure Upgrade	15	3	0:00	1	Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel
Enhanced Shields	Structure Upgrade	19	3	0:00	1	Increases the shield health and regeneration of the MCV and Disruption Tower
Mobility Matrix	MCV Upgrade	20	3	0:00	1	Upgrade the Mobility Matrix to allow the MCV to remain shielded while packed and mobile

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Name	Type	Level Required	Tech Tier	Build Time	Power Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Bunker	Garrisonable Structure	1	1	0:10	6	700	--	Heavy	Garrison Infantry (3)	Reinforce (Bunker)
Outpost	Expansion Structure	2 (for Dozer)	1	0:10	3	300	--	Heavy	Provides build radius, vision, and stealth detection	Comm. Tower, Shield Generator, Enhanced Shields
Guardian Cannon	Defense Turret	3	1	0:15	6	500	Cannon	Heavy	Shack Shells (slows enemies, passive)	Reinforce (Guardian Cannon)
Missile Turret	Defense Turret	4	1	0:15	6	450	Rocket	Heavy	Patriot System (links with nearby turrets, passive)	Reinforce (Missile Turret)
Tunnel	Transportation Structure	5	2	0:10	2	600	--	Reinforced	Light and Medium units instantly travel between tunnels	Enhanced Shields, Expand Network
Focus Beam	Defense Turret	7	2	0:20	10	750	Laser	Reinforced	Damage increases while continuing to target one enemy	Armor Up
Falcon MLRS	Defense Turret	10	2	0:20	10	750	Rocket	Reinforced	Patriot System (links with nearby turrets, passive), Rocket Barrage	Sonic Rockets
Crystal Shield	Defense Shield	16	3	0:20	10	500 (750 Shields)	--	Reinforced	Crystal Shield, Stasis Field	Enhanced Shields
Skystrike Artillery	Defense Turret	17	3	0:25	12	900	Blast	Reinforced	Long attack range, Minimum attack radius	--
Ion Cannon	Superweapon	20	3	0:30	15	1,125	--	Reinforced	Ion Cannon Strike	--

NOD DEFENSE STRUCTURES

Name	Type	Level Required	Tech Tier	Build Time	Power Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Bunker	Garrisonable Structure	1	1	0:08	3	500	--	Heavy	Garrison Infantry (2), Burrow (requires Reinforce)	Reinforce
Outpost	Expansion Structure	2 (for Slave)	1	0:10	3	300	--	Heavy	Provides build radius, vision, and stealth detection	Comm. Tower, Improved Concealment, Stealth Field
Viper Turret	Defense Turret	3	1	0:15	6	500	Cannon	Heavy	Burrow (requires Reinforce)	Reinforce
Rocket Pod	Defense Turret	4	1	0:15	6	450	Rocket	Heavy	Burrow (requires Reinforce)	Reinforce
Burrow Tunnel	Transportation Structure	5	2	0:10	2	600	--	Reinforced	Light and medium units instantly travel between tunnels	Expand Network, Improved Concealment
Obelisk of Light	Defense Turret	7	2	0:20	10	750	Laser	Reinforced	Spectrum (links with nearby Obelisks to increase damage, passive)	Prism Upgrade
Flame Column	Defense Turret	10	2	0:20	10	750	Blast	Reinforced	Fuel Air Bomb	Flamethrowers
Disruption Tower	Defense Shield	16	3	0:20	10	500 (750 Shields)	--	Reinforced	Shield Sphere, Stealth Mode	Enhanced Shields, Improved Concealment
Incinerator	Defense Turret	19	3	0:25	12	900	Blast	Reinforced	Area damage increases while continuing to target one location	--
Temple of Nod	Superweapon	20	3	0:30	15	1,125	--	Reinforced	Tiberium Catalyst Missile, Emergency Detonation (missile detonates when structure is destroyed)	--

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Name	Type	Build Time	Power Points	Description
Reinforce (Bunker)	Bunker Upgrade	0:08	1	Grants a large machine gun and upgrades armor from heavy to reinforced
Comm. Tower	Outpost Upgrade	0:05	1	Add a Comm. Tower to the Outpost, increasing vision range, stealth detection range, and build radius
Shield Generator	Outpost Upgrade	0:10	1	Adds a moderately sized Crystal Shield (300), which must be destroyed or entered before the units inside can be attacked; units inside can fire out
Reinforce (Guardian Cannon)	Guardian Cannon Upgrade	0:10	1	Gains additional health (150), upgrades the cannon to sonic shells that do area damage and slow enemies, and upgrades armor from heavy to reinforced
Reinforce (Missile Turret)	Missile Turret Upgrade	0:10	1	Grants additional range, vision, hit points (100), and upgrades armor from heavy to reinforced
Expand Network	Tunnel Upgrade	0:10	1	Gains additional health (200), allows the transport of heavy units, and provides a shield (500)
Armor Up	Focus Beam Upgrade	0:15	1	Gains the "Armor Up" special ability and additional health (250)
Sonic Rockets	Falcon MLRS Upgrade	0:15	1	Gains additional health (300), and upgrades all rockets to sonic rockets which do area of effect damage and slow enemies

NOD DEFENSE STRUCTURE UPGRADES

Name	Type	Build Time	Power Points	Description
Reinforce (Bunker)	Bunker Upgrade	0:05	1	Upgrade to Reinforced Armor and gain the Burrow ability
Comm. Tower	Outpost Upgrade	0:05	1	Add a Comm. Tower to the Outpost, increasing vision range, stealth detection range, and build radius
Stealth Field	Outpost Upgrade	0:10	1	Stealths nearby units and structures
Reinforce (Viper Turret)	Viper Turret Upgrade	0:10	1	Upgrade to Reinforced Armor, increase health (by 150), and gain the Burrow ability
Reinforce (Rocket Pod)	Rocket Pod Upgrade	0:10	1	Upgrade to Reinforced Armor, increase health (by 100), and gain the Burrow ability
Expand Network	Burrow Tunnel Upgrade	0:10	1	Gains additional health (200), allows the transport of heavy units, and projects a stealth field around nearby allies
Prism Upgrade	Obelisk of Light Upgrade	0:15	1	Increases hit points (by 300) and adds a prism effect that splits the weapon's beam, dealing damage to all enemies near the beam
Flamethrowers	Flame Column Upgrade	0:15	1	Increases armor and hit points (300), and adds 3 flame turrets to attack nearby ground enemies

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GDI SUPPORT UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Support MCV	MCV Aircraft	1	1	--	--	2,000	Repair Radius	Heavy	Creates units, researches upgrades, and directs Support Powers; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Advanced Thrusters, Charged Capacitors
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Hurricane	Medium Aircraft	1	1	0:09	6	600	Gun	Medium Aircraft	Attach Sensor Pod (detects stealth, decreases armor)	Range Boost, Refire Boost, Speed Boost
Orca	Medium Aircraft	1	1	0:09	6	600	Rocket	Medium Aircraft	--	Accuracy Boost, Range Boost, Speed Boost
Sheppard	Medium Vehicle	1	1	0:09	6	700	Cannon	Medium	Increases chance to dodge of nearby allies (passive)	Accuracy Boost, Range Boost, Speed Boost
Spanner	Utility Aircraft	3	1	0:07	3	200	Repair Beam	Light	Repair, Stealth Detection, System Restore	Range Boost, Speed Boost, Weapon Dampeners
Paladin	Medium Aircraft	5	2	0:09	6	650	Laser	Medium Aircraft	Anti-Rocket Mode	Refire Boost
Hammerhead	Heavy Aircraft	6	2	0:11	10	1,000	Gun; Rocket	Heavy	Passively increases the rate of fire of nearby allies	Berzerker Engine
Firehawk	Medium Aircraft	8	2	0:09	6	300	Blast; Rocket	Medium Aircraft	Supersonic Thrusters	--
Conductor	Utility Vehicle	9	2	0:09	6	450	--	Medium	Cliffjumping, EMP Grenades, Passively heals nearby allies, Static Field	Electrolysis Projector, Speed Boost
Thunderhead	Heavy Vehicle/Aircraft	12	3	0:11	10	1,100	Laser	Heavy		Toggle Flight Gravity Field
Archangel	Utility Aircraft	15	3	0:11	10	600	Repair Beam	Heavy	Supercharge Weaponry, Sabotage Weaponry	Augmented Reconstruction
Kodiak	Heavy Aircraft	20	3	0:15	12	1,200	AA Gun; Blast	Heavy	--	Defensive Maneuvers

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NOD SUPPORT UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades
Support MCV	MCV Aircraft	1	1	--	--	2,000	Repair Radius	Heavy	Creates units, researches upgrades, and directs Support Powers; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Mobile Stealth Generator, Charged Capacitors
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost
Cobra	Medium Aircraft	1	1	0:09	6	550	Cannon	Medium Aircraft	--	Accuracy Boost, Cloak Module, Range Boost, Speed Boost
Marauder	Medium Vehicle	1	1	0:09	6	700	Gun	Medium	Tiberium Shells (decreases armor and damages over time, passive)	Range Boost, Refire Boost, Speed Boost
Venom	Light Aircraft	1	1	0:07	3	300	Rocket	Light	--	Accuracy Boost, Range Boost, Speed Boost
Scalpel	Utility Aircraft	3	1	0:09	6	400	Repair Beam	Medium Aircraft	Repair, System Restore	Infusion Engine, Range Boost, Speed Boost
Tyrant	Medium Vehicle	5	2	0:09	6	800	Laser	Medium	Burrow, Voice of Kane (increases nearby allies' rate of fire, passive)	Refire Boost
Salamander	Heavy Aircraft	6	2	0:11	10	1,000	Rocket	Heavy	Purification	--
Vertigo	Medium Aircraft	8	2	0:09	6	400	Blast	Medium Aircraft	Fire Bombs, Supersonic Thrusters	Cloak Module
Hijacker	Utility Infantry	9	2	0:09	6	200	--	Light	Hijack Vehicle, Weapon Scrambler (reduces enemy chance to hit, passive)	Data Worm, Speed Boost
Basilisk	Heavy Aircraft	12	3	0:11	10	1,000	Laser	Heavy	Stasis Field	Spectrum Beam
Medusa	Heavy Aircraft	15	3	0:11	10	600	Blast	Heavy	EMP Rocket, Solidify Matrix, Attack decreases speed and dodge (passive)	Amplification Overrides
Leviathan	Heavy Aircraft	20	3	0:15	12	1,200	Blast	Heavy	Increases armor of nearby allies (passive)	Hangar Bays

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GDI SUPPORT UPGRADES

Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Range Boost	Passive Upgrade	1	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	Passive Upgrade	3	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	Passive Upgrade	4	1	0:00	1	Increases the movement speed of all Tier 1 units
Refire Boost	Passive Upgrade	5	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Berzerker Engine	Hammerhead Upgrade	7	2	0:00	1	When activated, the Hammerhead fires quickly but inaccurately, with decreased movement speed and dodge for a short time
Weapon Dampeners	Spanner Upgrade	9	2	0:00	1	Activate to reduce nearby enemies' rate of fire
Electrolysis Projector	Conductor Upgrade	10	2	0:00	1	Allows the Conductor to electrify a targeted area, dealing blast damage to enemy units
Advanced Thrusters	MCV Upgrade	11	2	0:00	1	Enhances this MCV's propulsion system to allow for greater movement speed
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Gravity Field	Thunderhead Upgrade	14	3	0:00	1	Primary weapon will root target and significantly reduce its chance to dodge Also slows all units in a radius of the target
Augmented Reconstruction	Archangel Upgrade	18	3	0:00	1	Allows the Archangel to root itself in place, repairing all nearby allies
Charged Capacitors	MCV Upgrade	19	3	0:00	1	Increases the rate at which Support Points are gained for using Support Powers
Defensive Maneuvers	Kodiak Upgrade	20	3	0:00	1	When used, the Kodiak dramatically increases its armor and speed, passively increases the armor of nearby allies, and can no longer fire

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NOD SUPPORT UPGRADES

Name	Type	Level Required	Tech Tier	Build Time	Upgrade Points	Description
Tier 1 Tech	Tech Upgrade	--	--	--	--	Unlocks Tier 1 units and upgrades; pre-purchased and available from start
Range Boost	Passive Upgrade	1	1	0:00	1	Increases the weapon and vision range of all Tier 1 units
Accuracy Boost	Passive Upgrade	3	1	0:00	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	Passive Upgrade	4	1	0:00	1	Increases the movement speed of all Tier 1 units
Refire Boost	Passive Upgrade	5	1	0:00	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Tier 2 Tech	Tech Upgrade	5	1	0:00	5	Unlocks Tier 2 units and upgrades and adds the Tier 2 MCV weapon
Cloak Module	Unit Upgrade	7	2	0:00	1	Makes the Cobra and Vertigo stealthed
Infusion Engine	Activated Upgrade	9	2	0:00	1	Gives the Scalpel the ability to increase damage of friendly units
Data Worm	Hijacker Upgrade	10	2	0:00	1	Allows the Hijacker to infect a targeted enemy, which takes damage over time before exploding; upon enemy's death, the virus can transfer to another nearby enemy
Mobile Stealth Generator	MCV Upgrade	11	2	0:00	1	The MCV becomes stealthed while mobile
Tier 3 Tech	Tech Upgrade	12	2	0:00	7	Unlocks Tier 3 units and upgrades and further improves the MCV
Spectrum Beam	Basilisk Upgrade	14	3	0:00	1	Laser weapon bounces off nearby enemies, causing damage to multiple targets
Amplification Overrides	Medusa Upgrade	18	3	0:00	1	Increases the radius of the Medusa's EMP, Flux Cannon, and repair effects, plus the cannon slows targets, EMP lasts longer, and heals are more effective
Charged Capacitors	MCV Upgrade	19	3	0:00	1	Increases the rate at which Support Points are gained for using Support Powers
Hangar Bay	Leviathan Upgrade	20	3	0:00	1	Small fixed-wing gun drones surround each Leviathan, attacking nearby enemies

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Name	Level Required	Support Points	Description
Recon Drone	1	10	Call in a Recon Drone to circle the targeted location, revealing shroud and increasing nearby units' attack and vision range
Repair Zone	2	20	Repair allied units and structures in the target radius
Status Reboot	4	10	Removes all enemy buffs and allied debuffs, and slightly repairs all allies in the targeted area
Accelerated Construction	5	20	Targeted MCV builds units and structures faster for a short time
Overkill	7	10	Increase the rate of fire of all allied units in the targeted area
Tech Support	8	20	Deploy a Heroic-rank Engineer at the targeted location
EMP Mine Drop	10	30	Deploy an EMP minefield at the targeted area
Point Defense Shields	11	30	Spawn temporary shields around all friendly units at target location, allowing them to absorb extra damage
Supply Drop	12	30	Deploy Tiberium Cores at the targeted location
Mirror Coat	13	40	Friendly units in the targeted area briefly receive a deflection bonus
Battle Hardening	15	40	Boost veterancy of all friendly units in the target radius
Displacement Field	16	50	Friendly units in the targeted area have a massively increased chance to dodge for a short time
Sonic Artillery	17	40	Call down a sonic artillery strike in target area; each shell deals area damage and EMPs nearby enemies
Firehawk Airstrike	18	50	Order a squad of Elite-rank Firehawk bombers to the targeted location, attacking all hostiles in their path until they are out of ammo
Seismic Disturbance	20	50	Cause an enormous earthquake at targeted location, damaging and reducing the speed and dodge of all enemy ground units; also cause burrowed enemy units to surface, and stealthed enemy ground units to be revealed

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Name	Level Required	Support Points	Description
Eyes of the People	1	10	Briefly increase the vision and attack range of all friendly units on the map
Burrow Mines	2	20	Unburrow an incendiary minefield at the targeted location
Demoralize	4	10	Reduce the speed and dodge of enemies within the target radius
EMP Countermeasures	5	20	Instantly re-enable all EMP'd friendly units on the map, and make all friendly units immune to EMP for a short time
Obelisk of Life	7	10	Unburrow an Obelisk of Life that automatically repairs nearby damaged units
Cloaking Field	8	20	Briefly stealth all allies within target radius
Firestorm Ignition	10	30	Ignite all current flames and flame weapons into firestorms for a short time
Decoy Army	11	30	Create decoys of all allied units within target radius that receive 400 percent more damage and deal no damage
Hack Radar	12	30	Jam the enemy team's radar, causing them to lose shared visibility and also trigger random, inaccurate TCI beacons
Subterranean Strike	13	40	Unburrow large drills at the targeted location that deal damage to enemies as they surface
Hand of Legion	15	40	Unburrow a Heroic-rank Hijacker at the targeted location
Vein Detonation	16	50	Detonate an underground Tiberium vein, causing the ground to shake before releasing a cloud of Tiberium that deals damage to enemies and reduces armor
Risen Monolith	17	40	Unburrow a powerful Obelisk at the targeted location
Mark of Kane	18	50	All friendly units in the targeted area fire significantly faster
Tiberium Infusion	20	50	Instantly complete the cooldown of all abilities on all units for all friendly players, and reduce all cooldown times for a brief time